Classes

Class Basics

Weapon Damage Progression

The basic rule for PC weapon damage is that a character deals 1 die of weapon damage per class level, plus their ability modifier (or double the modifier at 5th level, and triple it at 8th level). See Weapons for more on weapon damage rules.

Spell Progression

Most of the spells used by characters have higher-level versions. Those versions allow you to choose the spell as a higher-level option if you like, rather than choosing an all-new spell. You do not automatically gain access to the higher-level effects of a spell when you level up just because you have a lower-level version of it.

Higher-level spells have higher damage amounts than their lower-level counterparts, but these amounts and effects are not cumulative. Amounts from the highest level spell you have are used. New effects from higher level spells are added to the spell's original effects.

Shifting Choices during an Adventure

These are guidelines for allowing PCs to change their chosen spells, powers, talents, and feats during gameplay, subject to how forgiving you and your fellow players are.

Talents

Talents are a core element of your character. If you're going to rearrange your talents, something extremely significant needs to have happened in your character's story, some personal transformation or revelation. It is a sign of character transformation, usually coinciding with shifts in icon relationships.

Spells

You can change the spells you can cast after each full heal-up.

Powers

You can reselect your power choices when you gain a level.

Feats

If you've made changes to spells and powers, revise your feats appropriately. If the changes make sense for the character's story and the GM agrees, play them.

Incremental Advances

You can gain a higher-level power or spell from an incremental advance. If you opt to raise an existing spell to a higher level, you can replace its lower-level spot with a new lower-level spell. If you swap out lower-level spell for a higher-level spell, you can't replace a spell or power you have already expended.

Starting Stats for 1st Level Characters

	Base HP	Usual Base AC*	Base Physical Defense	Base Mental Defense	Background Points	Recovery Dice
Barbarian	7	12	11	10	8	d10/lvl

Bard	7	12	10	11	8	d8/lvl
Cleric	7	14	11	11	8	d8/lvl
Fighter	8	15	10	10	8	d10/lvl
Paladin	8	16	10	12	8	d10/lvl
Ranger	7	14	11	10	8	d8/lvl
Rogue	6	12	12	10	8	d8/lvl
Sorcerer	6	10	11	10	8	d6/lvl
Wizard	6	10	10	12	8	d6/lvl

*The base AC numbers assume that the PC is in the armor that suits them best; see the class write-ups for details. PCs who know how to fight using a shield get +1 AC when they have a shield in one hand.

Barbarian

Ability Scores

Barbarians gain a +2 class bonus to Strength or Constitution, as long as it isn't the same ability you increase with your +2 racial bonus.

Backgrounds

Possible backgrounds include: clan champion, caravan outrider, fur trapper, mountain tribeswoman, wasteland survivalist, and gladiator.

Gear

Gold Pieces

Barbarians may start with either 25 gp or 1d6 x 10 gp.

Armor

Armor Type	Base AC	Atk Penalty
None	10	—
Light	*12*	—
Heavy	13	-2
Shield	+1	—

Melee Weapons

	One-Handed	Two-Handed
Small	1d4 dagger	1d6 club
Light or Simple	1d6 hand-axe, warclub	1d8 spear
Heavy or Martial	1d8 longsword, battleaxe	1d10 greatsword, greataxe

Ranged Weapons

	Thrown	Crossbow	Bow
Small	1d4 dagger	1d4 (-5 atk) hand crossbow	—
Light or Simple	1d6 javelin, axe, spear	1d6 (-5 atk) light crossbow	1d6 shortbow
Heavy or Martial	—	1d8 (-5 atk) heavy crossbow	1d8 longbow

Level Progression

Barbarian Level	Total Hit Points	Total Feats	Class Talents	Level-up Ability Bonuses	Damage Bonus from Ability Score
Level 1	(7 + CON mod) x 3	1 adventurer	3 adventurer		ability modifier

Level 2	(7 + CON mod) x 4	2 adventurer	3 adventurer		ability modifier
Level 3	(7 + CON mod) x 5	3 adventurer	3 adventurer		ability modifier
Level 4	(7 + CON mod) x 6	4 adventurer	3 adventurer	+1 to 3 abilities	ability modifier
Level 5	(7 + CON mod) x 8	4 adventurer 1 champion	3 adventurer 1 champion		2 x ability modifier
Level 6	(7 + CON mod) x 10	4 adventurer 2 champion	3 adventurer 1 champion		2 x ability modifier
Level 7	(7 + CON mod) x 12	4 adventurer 3 champion	3 adventurer 1 champion	+1 to 3 abilities	2 x ability modifier
Level 8	(7 + CON mod) x 16	4 adventurer 3 champion 1 epic	3 adventurer 1 champion 1 epic		3 x ability modifier
Level 9	(7 + CON mod) x 20	4 adventurer 3 champion 2 epic	3 adventurer 1 champion 1 epic		3 x ability modifier
Level 10	(7 + CON mod) x 24	4 adventurer 3 champion 3 epic	3 adventurer 1 champion 1 epic	+1 to 3 abilities	3 x ability modifier

Stats

Initiative, AC, PD, MD, Hit Points, Recovery Dice, Feats, and some Talents are level dependent.

Ability Bonus	+2 Strength or Constitution (different from racial bonus)
Initiative	Dex mod + Level
Armor Class (light armor)	12 + middle mod of Con/Dex/Wis + Level
Armor Class (shield and light armor)	13 + middle mod of Con/Dex/Wis + Level
Physical Defense	11 + middle mod of Str/Con/Dex + Level
Mental Defense	10 + middle mod of Int/Wis/Cha + Level
Hit Points	(7 + Con mod) x Level modifier (see level progression chart)
Recoveries	(probably) 8
Recovery Dice	(1d10 x Level) + Con mod
Backgrounds	8 points, max 5 in any one background
Icon Relationships	3 points
Talents	3 (see level progression chart)
Feats	1 per Level

Basic Attacks

Melee attack
At-Will

Target: One enemy

Attack: Strength + Level vs. AC

Hit: WEAPON + Strength damage

Miss: Damage equal to your level

Ranged attack
At-Will

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: WEAPON + Dexterity damage

Miss: —

Class Feature
All barbarians have the Barbarian Rage class feature.

Barbarian Rage
Once per day, use a quick action to start raging. A rage lasts until the end of battle, or about 5 minutes.

While raging, you roll 2d20 to hit with your barbarian melee and thrown weapon attacks instead of 1d20. Use the higher roll for the attack. If you roll a natural 11+ with both dice and your highest attack roll is a hit, the attack is a critical hit!

Recharge 16+: After a battle in which you rage, roll a d20 and add your Constitution modifier. On a 16+, you can use Barbarian Rage again later in the day.

Adventurer Feat
Whenever the escalation die is 4+, as a quick action, you can start raging for free. (It doesn't count against your normal usage.) This rage lasts until the end of the battle, as normal.

Champion Feat
You can now start raging freely when the escalation die is 3+.

Epic Feat
You can now start raging freely when the escalation die is 2+.

Adventurer Talents
Choose three of the following adventurer-tier class talents. You also get an additional barbarian class talent at 5th level and again at 8th level.

Barbaric Cleave
Once per battle, as a free action, you can make a standard melee attack after having dropped any enemy to 0 hp with a standard melee attack. Mooks do not count for this, unless the mook you dropped was the last of its mook mob.

Adventurer Feat
You gain a +2 attack bonus with Barbaric Cleave attacks. If the cleave attack hits, you can heal using a recovery.

Champion Feat
If there is no foe engaged with you to use your Barbaric Cleave attack against, as a free action you can move to a nearby foe before making the attack.

Epic Feat

While raging, you can use Barbaric Cleave as many times as you like during a battle, but only once per round.

Building Frenzy

One battle per day, as a free action after you have missed an attack, gain +1d4 damage to each successful melee attack until the end of the battle. For each missed attack following this, add another +1d4 damage, up to a maximum of +4d4 damage.

Adventurer Feat

Bonus damage dice are now d6s.

Champion Feat

Bonus damage dice are now d10s.

Epic Feat

You can use Building Frenzy twice a day.

Slayer

During your turn, when you attack a staggered enemy you were not engaged with at the start of your turn, deal +1d6 damage per level to that creature if you hit.

Adventurer Feat

You gain a +2 bonus to Slayer attacks.

Champion Feat

Once per battle, when you miss with a Slayer attack, deal the additional +1d6-per-level damage to the target instead of normal miss damage.

Epic Feat

Whenever one of your Slayer attacks drops a non-mook enemy to 0 hp, you gain 20 temporary hit points.

Strongheart

Your recovery dice are d12s instead of d10s.

Adventurer Feat

Increase your total number of recoveries by 1.

Champion Feat

You gain +1 PD. When you heal using a recovery, you can roll a save against a save ends effect.

Epic Feat

Increase your total number of recoveries by 1 (making a total of +2 from this talent).

Unstoppable

Once per battle, declare you're using Unstoppable before making a barbarian melee attack. If your attack hits at least one target, you can heal using a recovery.

Adventurer Feat

The Unstoppable recovery is free.

Champion Feat
Add double your Constitution modifier to the healing the recovery provides.

Epic Feat
You can use Unstoppable twice per battle.

Whirlwind
You can make a Whirlwind attack as the first action of your turn when you are engaged by two or more enemies.

You take a –4 penalty to your AC and PD until the start of your next turn. Then roll a separate melee attack against each enemy you are engaged with. You deal no miss damage with these attacks.

Adventurer Feat
You now deal normal miss damage with missed Whirlwind attacks.

Champion Feat
The penalty to your AC and PD is reduced to –2. In addition, disengage checks you make the same turn as using Whirlwind automatically succeed.

Epic Feat
You can use Whirlwind anytime during your turn, not just as the first action.

Champion Talents
At 5th level, you gain an additional barbarian class talent. Choose one of these champion-tier talents or take another adventurer-tier talent.

Natural Will
One battle per day as a quick action, you gain a +2 bonus to your Mental Defense until the end of the battle.

Adventurer Feat
You can now use Natural Will in two battles per day.

Champion Feat
The bonus increases to +4 Mental Defense.

Epic Feat
You can now use Natural Will as a free action when an enemy attacks you.

Violence
Once per battle, add a +1d4 bonus to a barbarian melee attack roll after finding out whether you hit or missed.

Champion Feat
If the attack still misses, deal half damage.

Epic Feat
The bonus increases to +1d6.

Epic Talents

At 8th level, you gain an additional barbarian class talent. Choose one of these epic-tier talents, or take another adventurer-tier or champion-tier talent instead.

Ancestral Warband

One battle per day as a quick action, you can call the spirits of your ancestors to fight alongside you. Your ancestors can't be hurt or affected by the creatures of this world.

At the end of each of your turns, if you are conscious, roll a d6. If you roll less than or equal to the escalation die, a member of your spirit warband strikes from the spirit realm into the world. Make a melee attack against a nearby enemy as if you were making the attack yourself, using any talents, feats, or magic items as you see fit. This attack doesn't take any of your actions.

Epic Feat

Your Ancestral Warband spirits are always raging, even if you are not, and continue to fight for a single round while you are unconscious.

Relentless

While raging, you have resist damage 12+ (when an attack targets you, the attacker must roll a natural 12 or higher on the attack roll or it only deals half damage).

Epic Feat

Even when not raging, whenever you score a critical hit against an enemy, you have resist damage 12+ until the start of your next turn.

Bard

Ability Scores

Bards gain a +2 class bonus to Dexterity or Charisma, as long as it isn't the same ability you increase with your +2 racial bonus.

Backgrounds

Possible backgrounds include: wandering minstrel, cathedral musician, court jester, mercenary, tavern owner, failed hedge wizard, diplomat, spy, royal taster, caravan guide, smuggler, and battle skald.

Gear

At 1st level, bards start with non-magical musical instruments, a melee and ranged weapon of their choice, some form of light armor, and any other minor elements of gear their backgrounds suggest.

Gold Pieces

Bards may start with either 25 gp or 1d6 x 10 gp.

Armor

Armor Type	Base AC	Atk Penalty
None	*10*	—
Light	*12*	—
Heavy	13	-2
Shield	+1	–1

Melee Weapons

	One-Handed	Two-Handed
Small	1d4 dagger	1d6 club
Light or Simple	1d6 mace, shortsword	1d8 spear
Heavy or Martial	1d8 longsword, scimitar	1d10 (–2 atk) greatsword, dire flail

Ranged Weapons

	Thrown	Crossbow	Bow
Small	1d4 dagger	1d4 hand crossbow	—
Light or Simple	1d6 javelin, axe	1d6 light crossbow	1d6 shortbow
Heavy or Martial	—	1d8 (–1 atk) heavy crossbow	1d8 (–2 atk) longbow

Level Progression

Bard Level	Total Hit Points	Total Feats	Battle Cries	Spells & Songs, 1st level	Spells & Songs, 3rd level	Spells & Songs, 5th level	Spells & Songs, 7th level	Spells & Songs, 9th level	Level-up Ability Bonuses	Damage Bonus From Ability Score
Level 1	(7 + CON mod) x 3	1 adventurer	2	2	—	—	—	—		ability modifier
Level 2	(7 + CON mod) x 4	2 adventurer	2, up to 1st level	3	—	—	—	—		ability modifier
Level 3	(7 + CON mod) x 5	3 adventurer	3, up to 3rd level	1	2	—	—	—		ability modifier
Level 4	(7 + CON mod) x 6	4 adventurer	3, up to 3rd level	—	4	—	—	—	+1 to 3 abilities	ability modifier
Level 5	(7 + CON mod) x 8	4 adventurer 1 champion	3, up to 5th level	—	3	2	—	—		2 x ability modifier
Level 6	(7 + CON mod) x 10	4 adventurer 2 champion	4, up to 5th level	—	—	5	—	—		2 x ability modifier
Level 7	(7 + CON mod) x 12	4 adventurer 3 champion	4, up to 7th level	—	—	3	3	—	+1 to 3 abilities	2 x ability modifier
Level 8	(7 + CON mod) x 16	4 adventurer 3 champion 1 epic	5, up to 7th level	—	—	—	6	—		3 x ability modifier
Level 9	(7 + CON mod) x 20	4 adventurer 3 champion 2 epic	5, up to 9th level	—	—	—	4	3		3 x ability modifier
Level 10	(7 + CON mod) x 24	4 adventurer 3 champion 3 epic	6, up to 9th level	—	—	—	—	7	+1 to 3 abilities	3 x ability modifier

Although not listed on the table, this class gets three talents. It does not gain more at higher levels

Stats

Initiative, AC, PD, MD, Hit Points, Recovery Dice, Feats, and some Talents are level dependent.

Ability Bonus	+2 Dexterity or Charisma (different from racial bonus)
Initiative	Dex mod + Level
Armor Class (light armor)	12 + middle mod of Con/Dex/Wis + Level
Physical Defense	10 + middle mod of Str/Con/Dex + Level
Mental Defense	11 + middle mod of Int/Wis/Cha + Level
Hit Points	(7 + Con mod) x Level modifier (see level progression chart)
Recoveries	8
Recovery Dice	(1d8 x Level) + Con mod
Backgrounds	8 points, max 5 in any one background
Icon Relationships	3 points
Talents	3
Feats	1 per Level

Basic Attacks

Melee Attack
At-Will

Target: One enemy

Attack: Strength OR Dexterity + Level vs. AC

Hit: WEAPON + Strength OR Dexterity damage

Miss: Damage equal to your level

Ranged Attack
At-Will

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: WEAPON + Dexterity damage

Miss: —

Class Features

As a bard advances in level, they have three different types of powers to choose in combat: bardic songs, battle cries, and spells.

Bardic Songs
Bardic songs last for one or more rounds and end with a final verse that carries a big payoff. Although magical, bardic songs don't count as spells; they don't force the bard to suffer opportunity attacks from engaged enemies, and they can't be canceled by effects that can cancel spells. In fact, bards can cast spells while in the middle of singing a bardic song.

Each song specifies what type of action starts it. To sustain it during the next round, it requires an action and a d20 check against its sustain target. If successful, the song can continue with its sustained effect for that round. (The next round will require another sustain check.) If your attempt to sustain a song fails, the song's final verse effect resolves immediately, and then the song's power ends. You can start another song on your next round.

You don't have to try to sustain the song at the start of your turn. If you choose not to sustain a song, its effects end immediately and you choose whether to use the song's final verse effect in the current round or to start a new song. You can't do both.

Some songs have an immediate effect that happens each time you start or sustain the song. Others have effects that continue throughout the entire round.

Most songs stop when a bard is knocked unconscious, silenced, or stunned. Having your song stopped this way prevents you from getting the final verse effect.

You can only sing one bardic song at a time. If you are singing a song (or spend an action to try to sustain a song), you can't start another song that round.

Bardic songs are loud, and cancel any of stealth effects you may have.

Adventurer Feat
Your bardic songs don't stop immediately when you are knocked unconscious, stunned, or silenced. Instead, they continue for one round, giving you the chance to sustain the song on your next turn.

Battle Cries
Bards use battle cries to encourage, inspire, warn, and magically aid their allies. Battle cries are triggered by flexible melee attacks. The bard makes a melee attack and is able to use a battle cry that corresponds to the attack's natural result, sometimes whether or not the attack hits.

Bonuses provided by battle cries can help a bard's allies but not the bard.

Adventurer Feat
You can generate the effect of any 1st or 3rd level battle cry you know as a standard action (instead of making a flexible melee attack to see which battle cry you are able to trigger). This allows you to choose the particular battle cry you want, at the expense of taking your standard action.

Spells
Bards use arcane spells that function like those of other spell-casting classes. Some spells are daily, some recharge, and others are at-will.

Unlike most character classes, bards use two different ability scores for their attacks. Their melee and ranged weapon attacks use Strength or Dexterity, while their spells use Charisma.

Class Talents
Choose three of the following class talents.

Balladeer

At each level, including 1st level, you may learn a great ballad of your choice. Each day you can sing one of these songs to give you a positive relationship with an icon that you would not ordinarily have…as well as increasing a negative relationship with another icon.

Song choices for the great ballad are up to the role-player.

It takes at least a few rounds to sing a great ballad, so ideally it happens outside of combat. As you sing the ballad, it's an opportunity to tell the GM what's special about the story you are telling.

Make a Charisma skill check using your best singing or musical background. If you succeed, you gain 2 points of positive relationship with the chosen icon for the rest of the day (until the next full heal-up). The DC depends on the environment:

DC 15: Adventurer environment

DC 20: Champion environment

DC 25: Epic environment

You can use these points to roll relationship dice the way you roll your normal icon relationships (see Icon Relationships). If you already have positive or conflicted dice with the icon you've sung about, add them to your new bonus dice. If you have negative dice with the icon you've sung a ballad to, they can be temporarily overruled by the ballad, but the GM should feel free to interpret any 5s rolled with a heavy hand.

When your great ballad magically compliments an icon, another icon should take a hit. As you explain the story of your ballad to the GM, you should account for at least one icon who is being mocked, vilified, or referred to in unflattering terms. You get an equal number of cursed dice for that icon. Cursed dice aren't like negative relationship dice—they never help you. At the GM's option, you'll have to roll these cursed dice at least once and interpret them as possible problems for you: rolls of 1 are a definite problem; rolls of 2 mean there are story complications connected to the temporary enemy icon.

Adventurer Feat
The first time you use your ballad-created relationship, any 5s you roll become 6s. You also gain a +2 bonus to your Balladeer checks.

Champion Feat
You can sing two great songs a day. You can't sing positively about an icon that you've already sung about as an enemy earlier in the day.

Epic Feat
If you are willing to gain an equal number of cursed relationship dice with all of the listed enemies for a song, increase the positive bonus dice you gain from a successful ballad to 3 or 4.

Battle Skald
You cannot take this talent if you have taken the *Spellsinger* talent.

Increase the number of battle cries you know by one. The bonus battle cry can be from your highest possible level.

Adventurer Feat
One battle per day, you can use your battle cries to help yourself.

Champion Feat
When you use a battle cry on yourself, it also helps an ally.

Epic Feat
Once per battle, reroll an attack that was meant to trigger a battle cry but didn't.

Jack of Spells
Choose another spell-casting character class. You can choose one spell from the spell list (but not the talent list) of that class, of your own level or lower, as an extra spell you know how to cast. You can even take its feats up to your tier, if it has any. You may only choose from the spell list—not from talents.

This spell is a bonus spell, not included in your bard class count.

Adventurer Feat
You can use your Charisma as the ability score that provides spell's attack bonus and damage bonus (if any). Other ability score references remain unchanged.

If the spell is a wizard spell, you also gain three cantrips of your choice from the wizard. You can cast them like a wizard who lacks the Cantrip Mastery talent.

If you choose a spell from the sorcerer class, you also gain the sorcerer's *dancing lights* class feature.

Champion Feat
Choose a second spell-casting class. Choose another spell from that class as well.

Epic Feat
Choose a third spell-casting class. Gain a spell from that class also.

Loremaster
You cannot take this talent if you have taken the *Mythkenner* talent.

Choose two of the following three bonuses:

- Your bardic skills and magic are now based on your Intelligence rather than Charisma. Any time an element of the bard class refers to Charisma, you can replace that element with a reference to Intelligence.
- Take two additional points of backgrounds. You can use these additional points to raise a background that has something to do with history, bardic lore, or magical knowledge up to the usually impossible rating of +6.
- Take a single point of relationship with an icon. Add the point to a relationship you already have up to your normal maximum, or start a new one—positive, conflicted, or negative.

Mythkenner

You cannot take this talent if you have taken the *Loremaster* talent.

Choose two of the following three bonuses:

1. Your bardic skills and magic are now based on your Wisdom rather than Charisma. Any time an element of the bard class refers to Charisma, you can replace that element with a reference to Wisdom.
2. Take two additional points of backgrounds; you can use these additional points to raise a background that has something to do with religion, mythology, or history up to the usually impossible rating of +6.
3. Take a single point of relationship with an icon. Add the point to a relationship you already have up to your normal maximum, or start a new one—positive, conflicted, or negative.

Songmaster

When you attempt to maintain a bardic song, if you describe it in a fashion that entertains the GM, or at least a couple of the players, you get a bonus of +1 to +3 to maintain the song.

This talent is for those that enjoy improvisation.

Spellsinger

You cannot take this talent if you have taken the *Battle Skald* talent.

You can choose an extra bardic song or bard spell at the highest level you know.

Storyteller

Once per scene when one of your allies rolls relationship dice for an icon, you can roleplay a one or two sentence story (usually related to the icon, but perhaps otherwise pivotal) that allows them to reroll the relationship check if they don't like the first result.

1st Level Battle Cries

Move It!

Flexible melee attack

Triggering Roll: Natural even roll

Effect: Choose either…

- One of your unengaged allies can move as a free action
- One of your engaged allies can make a disengage check as a free action.

Adventurer Feat

The disengage check gains a +2 bonus.

Champion Feat

The bonus increases to +5.

Epic Feat

An engaged ally you target with this battle cry can pop free from one enemy as a free action before making the disengage check.

Pull It Together!
Flexible melee attack

Triggering Roll: Natural 11+; use only twice per battle

Effect: One nearby ally can heal using a recovery.

Adventurer Feat
The target adds +1d4 healing per point on the escalation die.

Champion Feat
The attack can now also trigger on any natural even roll; the extra healing is now +1d6 per point.

Epic Feat
You can use *pull it together* three times per battle; the extra healing is now +1d10 per point.

Stay Strong!
Flexible melee attack

Triggering Roll: Natural 16+

Effect: Give a nearby ally a +2 bonus to AC until the start of your next turn.

Adventurer Feat
Bonus also applies to PD.

Champion Feat
Bonus also applies to MD.

Epic Feat
Bonus increases to +4.

We Need You!
Flexible melee attack

Triggering Roll: Natural even hit

Effect: A nearby conscious ally can roll a save against a save ends effect.

Adventurer Feat
The save gains a +1 bonus.

Champion Feat
The bonus increases to +2.

Epic Feat
If the escalation die is 3+, two nearby conscious allies (instead of one) can each roll a save (with bonuses).

1st Level Songs
Song of Heroes
Bardic song

Recharge 11+ after battle

Quick action each turn; 11+ to sustain

Opening & Sustained Effect: You and your nearby allies gain a +1 attack bonus until the start of your next turn.

Final Verse: The effect ends immediately, but one ally of your choice gains a +2 bonus to their next attack roll this battle.

> 3rd level song: The effect also provides a +1 bonus to saves.
>
> 5th level song: Sustain the song on a 9+.
>
> 7th level song: Recharge check is now 6+.
>
> 9th level song: The effect also provides a +1 bonus to Mental Defense.

Song of Spilt Blood
Bardic song

Daily

Quick action each turn; 6+ to sustain

Opening & Sustained Effect: Any attack against you takes a penalty equal to the number of your allies in the battle who have more hit points than you.

Final Verse: The effect ends immediately, and you or one ally of your choice can heal using a recovery.

> 3rd level song: Sustain the song on a 4+.
>
> 5th level song: Add +5 hp to the recovery.
>
> 7th level song: Add +10 hp to the recovery.
>
> 9th level song: Add +15 hp to the recovery.

1st Level Spells
Battle Chant
Ranged spell

At-Will

Special: When you use *battle chant*, you can choose any battle cry effect you know as if you were making a basic melee attack, with the *battle chant* attack roll taking the place of the basic melee attack roll.

Target: One nearby enemy

Attack: Charisma + Level vs. MD

Hit: 1d4 + Charisma thunder damage.

> 3rd level spell: 2d4 damage.

5th level spell: 4d4 damage.

7th level spell: 6d4 damage.

9th level spell: 10d4 damage.

Adventurer Feat
Your *battle chant* damage dice are now d6s instead of d4s.

Champion Feat
Once per day, you can expend one of your recoveries to reroll a *battle chant* attack roll.

Epic Feat
One battle per day, your *battle chant* damage dice become d10s.

Befuddle
Ranged spell

Recharge 11+ after battle

Target: One nearby creature with 40 hp or fewer

Attack: Charisma + Level vs. MD

Hit: The target is confused until the end of your next turn.

Natural Even Miss: The target is dazed until the end of your next turn.

3rd level spell: Target with 64 hp or fewer.

5th level spell: Target with 96 hp or fewer.

7th level spell: Target with 160 hp or fewer.

9th level spell: Target with 266 hp or fewer.

Adventurer Feat
Recharge check is now 6+.

Champion Feat
The target of the spell doesn't have to be nearby, just in line of sight.

Epic Feat
On a hit, the confusion effect is now save ends.

Charm Person
Ranged spell

Daily

Target: One nearby creature with 40 hp or fewer

Special: This spell cannot be cast during combat or on a target that has rolled initiative to fight.

Attack: Charisma + Level vs. MD

Hit: The target believes you are their friend until you or your allies take hostile action against them. (Attacking their normal allies is okay.) If you or your allies attack the target or order the target to attack its normal allies, the target can roll a normal save to break the charm effect during its turn each round.

Special: On a miss, the spell is not detectible by most others unless you miss by 4+ or roll a natural 1, in which case the target and its allies knows what you tried to do and will usually be angry about it.

3rd level spell: Target with 64 hp or fewer.

5th level spell: Target with 96 hp or fewer.

7th level spell: Target with 160 hp or fewer.

9th level spell: Target with 266 hp or fewer.

Soundburst
Ranged spell

Daily

Target: 1d4 nearby enemies in a group

Attack: Charisma + Level vs. PD

Hit: 5d6 + Charisma thunder damage, and the target is dazed until end of your next turn.

Miss: Half damage, and deal thunder damage equal to your level to each of your allies engaged with the target.

3rd level spell: 6d8 damage.

5th level spell: 8d10 damage.

7th level spell: 2d6 x 10 damage.

9th level spell: 3d6 x 10 damage.

Adventurer Feat
On a natural even hit, the dazed effect is now save ends.

Champion Feat
The spell is now recharge 16+ after battle instead of daily.

Epic Feat
You can now target 1d4 + 1 enemies in a group with the spell.

3rd Level Battle Cries
Hang Tough!
Flexible melee attack

Triggering Roll: Natural odd roll

Effect: Give a nearby ally temporary hit points equal to your Charisma modifier.

Adventurer Feat
If the ally is staggered, double the temporary hit points.

Champion Feat
Add your level to the temporary hit points given (add before any doubling).

Epic Feat
You can choose yourself instead of an ally as the target of the battle cry.

It's All Yours!
Flexible melee attack

Triggering Roll: Natural even miss

Effect: This battle, your next ally to attack the target you missed gains a +2 attack bonus with that attack.

Adventurer Feat
That ally's attack also deals +1d6 damage.

Champion Feat
The damage bonus increases to +3d6.

Epic Feat
The damage bonus increases to +3d12.

Take Heart!
Flexible melee attack

Triggering Roll: Any hit

Effect: Choose a nearby ally. That ally can either roll a save against a save ends effect or roll a normal save against a condition that has a duration that lasts until the end or beginning of a turn.

3rd Level Songs

Song of Aid
Bardic song

Daily

Quick action each turn; 11+ to sustain

Opening & Sustained Effect: You or a nearby ally gains 3d6 temporary hit points.

Final Verse: One target that gained temporary hit points can also heal using a recovery.

> 5th level song: 5d6 temporary hit points; sustain the song on a 9+.

> 7th level song: 7d6 temporary hit points, and the recovery from the final verse is free.

> 9th level song: 9d8 temporary hit points; sustain the song on a 7+.

Song of Thunder
Bardic song

Daily

Standard action each turn; 11+ to sustain

Opening & Sustained Effect: Make the following attack against 1d4 + 1 nearby enemies.

Attack: Charisma + Level vs. PD

Hit: 5d6 + Charisma thunder damage.

Miss: —

Final Verse: Make the attack again, but this time it deals half damage on a miss.

> 5th level song: 7d6 damage.
>
> 7th level song: 9d8 damage.
>
> 9th level song: 10d12 damage.

Champion Feat
The number of targets increases to 2d4.

Epic Feat
Two of the targets can now be far away instead of nearby.

3rd Level Spells

Vicious Mockery
Ranged spell

Recharge 11+ after battle

Target: One nearby enemy

Attack: Charisma + Level vs. MD

Hit: 6d6 + Charisma psychic damage, and until the end of your next turn, when the target misses with one of its attacks, it takes half the damage its attack would have dealt.

Miss: Damage equal to your level.

> 5th level spell: 9d6 damage.
>
> 7th level spell: 10d8 damage.
>
> 9th level spell: 2d8 x 10 damage.

Adventurer Feat
On a hit, the effect that damages the target when it misses is now save ends.

Champion Feat
Recharge check is now 6+.

Epic Feat
A natural even miss does not expend the spell.

Wild Heal
Ranged spell

Daily

Targets: Two random nearby allies. Choose the targets randomly from all nearby allies (including you) who are damaged.

Effect: Each target can heal using a recovery.

> 5th level spell: Add +5 hp to the recovery.

> 7th level spell: Add +15 hp to the recovery.

> 9th level spell: Add +25 hp to the recovery.

Adventurer Feat
The spell is now recharge 16+ after battle instead of daily.

Champion Feat
Add a third random target.

Epic Feat
The recoveries the targets use are now free.

5th Level Battle Cries
Stay True!
Flexible melee attack

Triggering Roll: Natural 16+ if the escalation die is 3+; otherwise natural 20

Effect: A nearby ally regains the use of a once-per-battle racial ability that was expended this battle.

Victory Is Ours!
Flexible melee attack

Triggering Roll: Natural 16+ if the escalation die is 5+; otherwise natural 20

Effect: A nearby ally can heal using a recovery, and three nearby allies gain a +3d6 damage bonus to their next damage roll this battle.

Champion Feat
The battle cry can now trigger when the escalation die is 3+ instead of 5+.

Epic Feat
The damage bonus is now +3d12.

5th Level Songs
Song of Magic
Bardic song

Daily

Quick action each turn; 16+ to sustain

Opening & Sustained Effect: Until the start of your next turn, you and your nearby allies who cast spells that are normally expended by being cast can roll a d20 after casting the spell. On a 16+, the spell is not expended.

Final Verse: All spells you and your allies cast before the start of your next turn gain a +2 attack bonus.

> 7th level song: Gain a bonus to *song of magic's* sustain check equal to the escalation die.

> 9th level song: Rolls to retain expended spells gain a bonus equal to the escalation die.

5th Level Spells

Arrow of Verse
Ranged spell

Recharge 16+ after battle

Target: One nearby enemy

Attack: Charisma + Level vs. MD

Hit: 8d8 + Charisma psychic damage + Xd6 bonus damage, where X = escalation die.

Miss: Xd6 psychic damage, where X = escalation die.

> 7th level spell: 10d10 damage.

> 9th level spell: 2d10 x 10 damage.

Champion Feat
Recharge check is now 11+.

Epic Feat
Bonus dice and miss dice are now d12s.

Discombobulate
Ranged spell

Daily

Target: One nearby creature with 100 hp or fewer

Attack: Charisma + Level vs. MD

Hit: The target is confused until it rolls two successful saves.

Miss: The target is dazed until the end of your next turn.

> 7th level spell: Target with 140 hp or fewer.

> 9th level spell: Target with 240 hp or fewer.

7th Level Battle Cries

They Fall Before Us!
Flexible melee attack

Special: You can use this battle cry only on your turn.

Triggering Roll: Natural 20

Effect: A nearby ally can make a basic attack as a free action.

Epic Feat
The battle cry can now trigger on a natural 19+.

7th Level Songs

Song of Blood & Legends
Bardic song

Daily

Standard action each turn; 16+ to sustain

Opening & Sustained Effect: Each nearby ally who hits at least one enemy with an attack during their turn can heal using a recovery.

Final Verse: One nearby ally can make a basic attack as a free action and heal using a recovery if the attack hits at least one target.

> 9th level song: The recovery granted by the final verse attack is free.

Song of Victory
Bardic song

Daily

Quick action each turn; 16+ to sustain

Opening & Sustained Effect: Each nearby enemy that has fewer hit points than you is dazed until the end of your next turn.

Final Verse: Each nearby enemy takes 5d6 + Charisma psychic damage.

> 9th level song: 7d6 damage.

7th Level Spells

The Overworld Two-Step
Close-quarters spell

Quick action to cast

Recharge 16+ after battle

Effect: You can swap your position and the positions of all your nearby allies, even if you can't see them when you cast the spell. Each position presently occupied by you or an ally must end up occupied after the swap, but otherwise you can swap freely.

Champion Feat

Recharge check is now 11+.

Epic Feat

You can now also swap the positions of far-away allies you can see, up to a maximum of 9 creatures.

9th Level Battle Cries

The Time Is Now!
Flexible melee attack

Triggering Roll: Natural 19+

Effect: Choose one nearby ally. That ally can expend a recovery to regain a daily power or spell.

Epic Feat

The battle cry can now trigger on natural 18+.

9th Level Songs

Song of Destinies
Bardic song

Daily

Quick action each turn; 11+ to sustain

Opening & Sustained Effect: Later this turn, you can add 1 to the natural result of one ally's d20 roll. Then, afterwards, you can subtract 1 from the natural result of an enemy's d20 roll.

Final Verse: The GM chooses an icon relevant to the situation; you choose the PC who will make an icon relationship check. That player makes the check and joins the GM in a duet of improvisation as to how the icon relationship roll has some impact on the current battle.

9th Level Spells

Inspire Legends
Close-quarters spell

Special: Escalation die must be 4+.

Daily

Targets: You and all nearby allies

Effect: Each target can roll a d20 for each of its expended daily, recharge, and per battle powers and spells other than inspire legends. If the roll is 11+, the character regains the use of that power or spell.

Cleric

Ability Scores

Clerics gain a +2 class bonus to Wisdom or Strength, as long as it isn't the same ability you increase with your +2 racial bonus.

Backgrounds
Possible backgrounds include: healer, archivist, military chaplain, temple guard, bartender, reformed thief, dwarven hierophant, initiate, and bishop.

Gear
At 1st level, a cleric starts with a melee weapon, decent armor, a holy symbol, and other minor possessions suggested by their backgrounds. They might even have a crossbow.

Gold Pieces
Clerics may start with either 25 gp or 1d6 x 10 gp.

Armor

Armor Type	Base AC	Atk Penalty
None	10	—
Light	12	—
Heavy	*14*	*—*
Shield	*+1*	*—*

Melee Weapons

	One-Handed	Two-Handed
Small	1d4 dagger	1d6 club
Light or Simple	1d6 mace, shortsword	1d8 spear
Heavy or Martial	1d8 (–2 atk) longsword, warhammer	1d10 (–2 atk) greatsword, dire flail

Ranged Weapons

	Thrown	Crossbow	Bow
Small	1d4 dagger	1d4 hand crossbow	—
Light or Simple	1d6 javelin, axe	1d6 light crossbow	1d6 (–2 atk) shortbow
Heavy or Martial	—	1d8 (–1 atk) heavy crossbow	1d8 (–5 atk) longbow

Level Progression

Cleric Level	Total Hit Points	Total Feats	1st level spell	3rd level spell	5th level spell	7th level spell	9th level spell	Level-up Ability Bonuses	Damage Bonus From Ability Score
Level 1	(7 + CON mod) x 3	1 adventurer	4	—	—	—	—	—	ability modifier
Level 2	(7 + CON mod) x 4	2 adventurer	5	—	—	—	—	—	ability modifier
Level 3	(7 + CON mod) x 5	3 adventurer	2	3	—	—	—	—	ability modifier
Level 4	(7 + CON mod) x 6	4 adventurer	1	5	—	—	—	+1 to 3 abilities	ability modifier
Level 5	(7 + CON mod) x 8	4 adventurer 1 champion	—	2	4	—	—	—	2 x ability modifier
Level 6	(7 + CON mod) x 10	4 adventurer 2 champion	—	1	6	—	—	—	2 x ability modifier
Level 7	(7 + CON mod) x 12	4 adventurer 3 champion	—	—	2	5	—	+1 to 3 abilities	2 x ability modifier
Level 8	(7 + CON mod) x 16	4 adventurer 3 champion 1 epic	—	—	1	7	—	—	3 x ability modifier
Level 9	(7 + CON mod) x 20	4 adventurer 3 champion	—	—	—	2	6	—	3 x ability modifier

		2 epic							
Level 10	(7 + CON mod) x 24	4 adventurer 3 champion 3 epic	—	—	—	1	8	+1 to 3 abilities	3 x ability modifier

Although not listed on the table, this class gets three talents. It does not gain more at higher levels.

Stats

Ability Bonus	+2 Strength or Wisdom (different from racial bonus)
Initiative	Dex mod + Level
Armor Class (heavy armor)	14 + middle mod of Con/Dex/Wis + Level
Armor Class (shield and heavy armor)	15 + middle mod of Con/Dex/Wis + Level
Physical Defense	11 + middle mod of Str/Con/Dex + Level
Mental Defense	11 + middle mod of Int/Wis/Cha + Level
Hit Points	(7 + Con mod) x Level modifier (see level progression chart)
Recoveries	8
Recovery Dice	(1d8 x Level) + Con mod
Backgrounds	8 points, max 5 in any one background
Icon Relationships	3 points
Talents	3

Basic Attacks

Melee Attack
At-Will

Target: One enemy

Attack: Strength + Level vs. AC

Hit: WEAPON + Strength damage

Miss: Damage equal to your level

Ranged Attack
At-Will

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: WEAPON + Dexterity damage

Miss: —

Class Features

All clerics have the Ritual Magic class feature. They also receive a bonus spell: *heal*.

There are certain abilities specific to the cleric that can affect their powers:

- *Cast for power* and *cast for broad effect*: The spell can be used one of two ways—either as a more powerful effect on one target (power) or as a weaker effect on multiple targets (broad). Spells cast for power cannot target the caster. Spells cast for broad effect can.
- *Free recovery*: The cleric can recover hit points as if they were using a recovery (without actually spending the recovery).
- *Heal using a recovery*: The character targeted with a healing effect uses one of their recoveries and rolls their own recovery dice.
- *Invocation*: A quick action that offers advantages in battle. It can be made once a day. More than one cleric in a party cannot use the same invocation during a battle.

Heal
Close-quarters spell

Special: You can use this spell twice per battle.

Quick action to cast (1/round)

Target: You or one ally you are next to

Effect: The target can heal using a recovery.

Adventurer Feat
The target can now be a nearby ally instead of an ally you are next to.

Champion Feat
If the target of your heal spell is an ally with 0 hp or below, that ally also adds hit points equal to 1d10 x your Charisma modifier to the recovery.

Epic Feat
When you cast *heal* on an ally you are next to, that ally adds +30 hp to the recovery.

Ritual Magic
Clerics can cast their spells as rituals. (See Rituals.)

Class Talents
Choose three cleric talents/domains. Each talent/domain provides an ability that can be improved by feats. It also provides an invocation you can use as a quick action once per day, per battle, per party.

Domain: Healing
When you cast a spell that lets you or an ally heal using a recovery, the target also adds hit points equal to double your level to the recovery.

Invocation of Healing: This battle, you gain an additional use of the *heal* spell (see Class Features, left). The first *heal* spell you cast after using this invocation allows the target to heal using a free recovery instead of spending a recovery.

Adventurer Feat
When you cast a spell that allows an ally to heal using a recovery, you can let them use one of your recoveries instead. (If you also have the Protection/Community domain, any nearby ally can expend the recovery instead of you.)

Champion Feat
The *invocation of healing* gives you two additional uses of *heal* this battle instead of only one.

Epic Feat
Increase the additional hit points the target heals to triple your level.

Domain: Justice/Vengeance
Once per turn when an enemy scores a critical hit against you or a nearby ally, or drops you or a nearby ally to 0 hp or below, you gain an attack-reroll blessing. Immediately choose a nearby ally and give them the blessing as a free action.

An ally with this blessing can use it to reroll an attack as a free action this battle. An ally can only have one such blessing on them at a time.

Invocation of Justice/Vengeance: This battle, add double your level to the miss damage of your attacks and the attacks of your nearby allies. (For example, your basic melee attack as a cleric will deal triple your level as miss damage while this invocation is active.)

Adventurer Feat
You can take the attack-reroll blessing yourself.

Champion Feat
When you gain an attack-reroll blessing to distribute, you gain two blessings to distribute instead.

Epic Feat
Attacks rolls from your reroll blessings gain a +4 bonus.

Domain: Knowledge/Lore
You gain 4 additional background points that must be used somehow in relation to knowledge or lore.

Invocation of Knowledge/Lore: You must use this invocation during your first round of a battle. When you do, you get a quick glimpse of the battle's future. Roll a d6; as a free action at any point after the escalation die equals the number you rolled, you can allow one of your allies to reroll a single attack roll with a +2 bonus thanks to your vision of this future.

Adventurer Feat
Once per day, you can change one of your skill checks involving knowledge to a natural 20 instead. Interpret the word "knowledge" as loosely as your GM allows. GMs, be generous.

Champion Feat
You now roll a d4 for the invocation, not a d6.

Epic Feat
You gain a different positive relationship point each day with a random icon, purely because the icon has realized you know something they need to know. It changes every day and it might contradict your usual icon relationships.

Domain: Life/Death
You and your nearby allies gain a +1 bonus to death saves.

Invocation of Life/Death: This battle, you and each of your allies can each separately add the escalation die to a single save made by that character. In addition, you and your allies do not die from hit point damage when your negative hit points equal half your normal hit points. Instead, you die when your negative hit points equal your full hit points.

Adventurer Feat
The death save bonus increases to +2.

Champion Feat
Each battle, the first time an ally near you becomes staggered, that ally immediately heals hit points equal to twice your level.

Epic Feat
Your first use of the *resurrection* spell is free, and doesn't count against your total.

Domain: Love/Beauty
Once per level, you can generate a one-point conflicted relationship with a heroic or ambiguous icon you do not already have a relationship with. The relationship point remains with you until you gain a level, and then it's time for another one-level relationship.

Champion Feat
You gain two points in the relationship instead.

Invocation of Love/Beauty: As a free action, at some dramatic moment, you or an ally of your choice can roll for one icon relationship that might have an effect on the battle. Rolls of 5 and 6 are beneficial as usual, though the GM will have to improvise what that means in the middle of combat. The invocation's advantage does not occur the moment you roll initiative; wait for a dramatic moment instead.

Domain: Protection/Community
Once per battle, you can affect two additional allies when you cast a spell for broad effect.

Adventurer Feat
Whenever you target one or more allies with a spell, one ally of your choice can roll a save against a save ends effect.

Invocation of Protection/Community: This battle, critical hits against you and your nearby allies deal normal damage instead of critical damage.

Domain: Strength
You can wield heavy/martial weapons without an attack penalty.

Adventurer Feat
Once per battle, you can deal extra damage to one target you hit with a melee attack as a free action. The damage bonus is a number of d4 equal to your Strength modifier or to your level, whichever is higher.

Champion Feat
You can use d8s instead of d4s for the bonus damage dice.

Epic Feat
Once per day, you can use d20s instead of d8s for the bonus damage dice.

Invocation of Strength: This battle, you and your nearby allies deal triple damage instead of double damage on critical hits with melee attacks.

Domain: Sun/Anti-Undead
Every attack you make deals holy damage instead of other types of damage unless you choose otherwise for a specific attack.

Adventurer Feat
If your attack already deals holy damage, it gains the following bonus damage—adventurer tier: +1 damage; champion tier: +2 damage; epic tier: +3 damage.

Champion Feat
You gain a +2 bonus to all defenses against attacks by undead.

Epic Feat
The invocation also affects your allies' daily spells.

Invocation of Sun/Anti-Undead: When you cast a daily cleric spell this battle, roll a d6. If you roll less than or equal to the escalation die, you regain the use of that daily spell after the battle.

Domain: Trickery/Illusion
Once per battle, as a quick action when you are engaged with an enemy, roll a d20 (your "trick die").

As a free action before the start of your next turn, give your trick die to a nearby ally or enemy who is about to make an attack roll. The trick die result becomes the natural result of their roll instead.

Champion Feat
Your trick die can be used for any one d20 roll, not just an attack.

Epic Feat
You get another trick die roll to use each battle the first time the escalation die reaches 3+.

Invocation of Trickery/Illusion: This battle, attacks against you by enemies that moved to engage you during their turn miss on natural odd rolls.

Domain: War/Leadership
Once per turn when you make a melee attack against an enemy, hit or miss, your allies gain a +1 attack bonus against that enemy until the start of your next turn.

Adventurer Feat
The attack no longer has to be a melee attack, close and ranged attacks also work.

Champion Feat
The bonus now applies against all enemies you attack; you no longer have to single out one foe if you use a spell that attacks multiple enemies.

Epic Feat
Allies now also get a damage bonus against such enemies equal to double your Charisma modifier.

Invocation of War/Leadership: Increase the escalation die by 1.

1st Level Spells

Bless
Ranged spell

Daily

Quick action to cast

Effect: You can cast this spell for power or for broad effect.

Cast for power: One nearby ally gains a +2 attack bonus until the end of the battle.

Cast for broad Effect: Choose up to three nearby creatures (including you); each target gains a +1 attack bonus until the end of the battle.

> 3rd level spell: Each target also gains 1d10 temporary hit points per point of the attack bonus.

> 5th level spell: Each target also gains 2d10 temporary hit points instead of 1d10 per point of the attack bonus.

> 7th level spell: All attack bonuses granted by the spell increase by +1.

> 9th level spell: Each target also gains 3d10 temporary hit points instead of 2d10 per point of the attack bonus.

Cure Wounds
Ranged spell

Daily

Quick action to cast

Effect: You or a nearby ally can heal using a free recovery.

> 3rd level spell: The target can also roll a save against each save ends effect.

> 5th level spell: This spell is now recharge 16+ after battle instead of daily.

> 7th level spell: The target can heal using two free recoveries instead of one.

> 9th level spell: This spell is now recharge 11+ instead.

Hammer of Faith
Close-quarters spell

Daily

Effect: Until the end of the battle, your basic melee attacks use d12s as their base weapon damage dice.

> 3rd level spell: The spell now requires only a quick action to cast.

> 5th level spell: You deal half damage on misses with basic melee attacks this battle.

7th level spell: Once during the battle, you can reroll a basic melee attack.

9th level spell: For the rest of the battle, change any of your basic melee attack damage dice rolls that are less than the escalation die to the escalation die value.

Javelin of Faith
Ranged spell

At-Will

Target: One nearby enemy

Attack: Wisdom + Level vs. PD

Hit: 1d6 + Wisdom holy damage.

Miss: Damage equal to your level.

3rd level spell: 3d6 damage.

5th level spell: 6d6 damage.

7th level spell: 6d10 damage.

9th level spell: 8d10 damage.

Adventurer Feat
The spell also deals +1d6 damage against an undamaged target. At 5th level that increases to +2d6 damage; at 8th level it increases to +4d6 damage.

Champion Feat
You can now target a far away enemy with the spell at a –2 attack penalty.

Epic Feat
If your natural attack roll is an 18+, make the attack a second time against a different target as a free action.

Shield of Faith
Ranged spell

Daily

Quick action to cast

Effect: You can cast this spell for power or for broad effect.

Cast for power: One nearby ally gains a +2 bonus to AC this battle.

Cast for broad Effect: Choose up to three nearby creatures (including you); each target gains a +1 bonus to AC this battle.

3rd level spell: The bonus also applies to PD.

5th level spell: The bonus increases by +1 while the target is staggered.

7th level spell: The bonus also applies to MD.

9th level spell: The bonus when cast for power increases to +4. The bonus when cast for broad effect increases to +2.

Spirits of the Righteous
Ranged spell

Once per battle

Target: One nearby enemy

Attack: Wisdom + Level vs. MD

Hit: 4d6 + Wisdom holy damage, and your nearby ally with the fewest hit points gains a +4 bonus to AC until the end of your next turn.

Miss: Your nearby ally with the fewest hit points gains a +2 bonus to AC until the end of your next turn.

3rd level spell: 7d6 damage.

5th level spell: 7d10 damage.

7th level spell: 10d12 damage.

9th level spell: 2d8 x 10 damage.

Champion Feat
You also gain the bonus to AC until the end of your next turn on a hit.

Turn Undead
Close-quarters spell

Daily

Target: 1d4 nearby undead creatures, each with 55 hp or fewer.

Attack: Wisdom + Charisma + Level vs. MD

Hit: The target is dazed until end of your next turn.

Hit by 4+: 1d10 x your level holy damage, and the target is dazed until end of your next turn.

Hit by 8+: Against non-mooks, holy damage equal to half the target's maximum hit points, and the target is dazed (save ends). Against mooks, the +8 result now deals 4d10 x your level holy damage.

Hit by 12+ or Natural 20: Against non-mooks, the target is destroyed. Against mooks, the +12 result now deals 4d20 x your level holy damage

3rd level spell: Target with 90 hp or fewer.

5th level spell: Target with 150 hp or fewer.

7th level spell: Target with 240 hp or fewer.

9th level spell: Target with 400 hp or fewer.

Adventurer Feat

You can expend your daily use of *turn undead* to gain an additional use of *heal* in one battle.

Champion Feat

You can choose to target either demons or undead with the spell (but not both with the same casting).

Epic Feat

Increase the targeting limit by 100 hp.

3rd Level Spells

Cause Fear

Ranged spell

Daily

Target: One nearby enemy with 75 hp or fewer

Attack: Wisdom + Level vs. MD

Hit: The target is weakened until the end of its next turn. On its next turn, if it's unengaged, it does not attack and moves away from you. If it's engaged, the target attempts to disengage as its first action, and moves away if it succeeds. If it fails, it moves away as its second action (drawing opportunity attacks). In either case, it will not attack unless it has no options for escape.

Miss: The target hates you for having tried to scare it, and it wants to hurt you most of all, but it won't be any stupider than usual in pursuing that goal.

> 5th level spell: Target with 120 hp or fewer.
>
> 7th level spell: Target with 190 hp or fewer.
>
> 9th level spell: Target with 300 hp or fewer.

Combat Boon

Close-quarters spell

At-Will

Effect: Make a basic melee attack. If the attack hits, you or one conscious nearby ally can roll a save against a save ends effect.

> 5th level spell: The save gains a +1 bonus.
>
> 7th level spell: If the attack hits, you and your nearby conscious allies can roll a total of two saves (one per character).
>
> 9th level spell: The save bonus increases to +2.

Adventurer Feat

If you score a critical hit with the combat boon attack, the subsequent save automatically succeeds.

One nearby conscious ally can roll a save even if your attack misses.

Divine Endurance
Ranged spell

Daily

Quick action to cast

Effect: You can cast this spell for power or for broad effect.

Cast for power: One nearby ally gains 40 temporary hit points.

Cast for broad Effect: Choose up to three nearby creatures (including you); each target gains 20 temporary hit points.

> 5th level spell: Temporary hp = 60/30.
>
> 7th level spell: Temporary hp = 80/40.
>
> 9th level spell: Temporary hp = 100/50.

Judgment
Ranged spell

Daily

Targets: All nearby staggered enemies

Attack: Wisdom + Level vs. MD

Hit: 5d10 + Wisdom holy damage.

Miss: Holy damage equal to your level.

> 5th level spell: 8d10 damage.
>
> 7th level spell: 2d6 x 10 damage.
>
> 9th level spell: 2d10 x 10 damage.

Champion Feat
The spell now deals half damage on a miss.

Epic Feat
The spell is now recharge 16+ after battle instead of daily.

Mighty Healing
Ranged spell

Daily

Effect: You can cast this spell for power or for broad effect.

Cast for power: One nearby ally can heal using a single recovery and regain double the usual number of hit points.

Cast for broad Effect: Choose up to three nearby creatures (including you); each target can heal using a recovery.

> 5th level spell: The spell can now target far away allies.

> 7th level spell: Power equals triple the usual hp for one recovery; broad equals 150% the usual hp per recovery.

> 9th level spell: Recoveries provided by the spell are now free.

Champion Feat
This spell is now a close-quarters spell.

Strength of the Gods
Ranged spell

Daily

Quick action to cast

Effect: You can cast this spell for power or for broad effect.

Cast for power: One nearby ally deals +2d8 damage with melee attacks this battle.

Cast for broad Effect: Choose up to three nearby creatures (including you); each target deals +1d8 damage with melee attacks this battle.

> 5th level spell: Power +4d6, Broad +2d6.

> 7th level spell: Power +4d10, Broad +2d10.

> 9th level spell: Power +6d10, Broad +3d10.

5th Level Spells

Crisis of Faith
Close-quarters spell

Daily

Quick action to cast

Effect: For the rest of this battle, all enemies near you with 100 hp or fewer take a penalty to their Mental Defense equal to your Charisma modifier. Whenever one of those enemies misses with an attack roll, it takes holy damage equal to double your level.

> 7th level spell: 160 hp or fewer.

> 9th level spell: 250 hp or fewer.

Sanctuary
Close-quarters spell

Daily

Effect: Choose yourself or a nearby ally. Enemies with 100 hp or fewer cannot attack the chosen target until that creature attacks or the escalation die reaches 6+.

7th level spell: 160 hp or fewer.

9th level spell: 250 hp or fewer.

Sphere of Radiance
Close-quarters spell

Daily

Effect: You or one nearby ally can heal using a free recovery. Then make the following attack.

Target: Up to two nearby enemies

Attack: Wisdom + Level vs. MD

Hit: 7d8 + Charisma holy damage.

Miss: Half damage.

7th level spell: 8d12 damage.

9th level spell: 2d8 x 10 damage.

7th Level Spells
Circle of Protection
Close-quarters spell

Daily

Quick action to cast

Effect: Choose a defense: AC, PD, or MD. For the rest of the battle while you are conscious, you and each ally near you gains a +1 bonus to that defense. Each enemy that misses you or one of your nearby allies with an attack against the defense you chose is hampered until the end of its next turn.

9th level spell: Attacks against the chosen defense cannot score critical hits.

Epic Feat
The spell is now (recharge 16+) after battle instead of daily.

Resurrection
Ranged spell

Special: You can cast this spell only once per level, and a limited number of times in your life. You must have most of the corpse available to cast the spell. There's no time limit on resurrecting a dead PC, so long as you have the corpse.

Effect: You can bring a creature back to life in more or less normal condition, with varying levels of recovery.

Limited Casting: The first time in your life that you use the spell, you can cast it with a single standard action. Using the spell removes one of your spell slots until you gain a level. (You get one less spell per full heal-up.) The person you are resurrecting comes back at roughly

half strength, e.g. expending half their recoveries, being dazed (save ends), and, for each ability, having a 50% chance that it is expended.

The second time in your life you cast the spell, it takes at least three or four rounds and costs you roughly half your hit points and daily powers/spells. The person you are resurrecting comes back at something like one-quarter strength.

The third time you cast the spell it has to be as a ritual. The spell chews you up and leaves you with only a few hit points, then gnaws at the person you have resurrected, who takes days to recover well enough to qualify as an adventurer or combatant.

The fourth time you cast the spell it nearly kills you. The resurrection succeeds but the person you've resurrected is going to be a mess for a month or more, regardless of any other magic you use.

The fifth time you resurrect someone, that's the end of your story and you die. There's only a 50% chance that the resurrection spell works on the target. You've used up your quota of resurrection magic. You're not coming back via this spell, either.

Limited Resurrection: If the target of your resurrection spell has been resurrected more times than you have cast the spell, there is a 50% chance that the experience will play out using *their* higher number of resurrections instead of the number of times you have cast the spell.

> 9th level spell: You no longer need to have most of the corpse to perform this spell.

9th Level Spells

Overworld Travel
Close-quarters spell

Daily

Special: You must cast this spell outdoors. It enables you and a group of nearby allies to travel to most any location in the world that you can name.

Travel takes between an hour and a day, depending on distance and the amount of effort the exerted.

The destination can be in the overworld or in the land. It can't be in the underworld.

Prayer for Readiness
Close-quarters spell

Daily

Targets: Up to 5 allies

Effect: You utter a powerful prayer upon your comrades, giving each a special blessing. At any point later this battle, each blessed ally can acknowledge the blessing by saying "thank you" to your god, gods, or pantheon as a free action to reroll a d20 roll. That ally must take the reroll result.

Note that you are giving the blessing and don't receive it yourself.

Epic Feat
This spell is now a quick action to cast.

Fighter
Ability Scores
Fighters gain a +2 class bonus to Strength or Constitution, as long as it isn't the same ability you increase with your +2 racial bonus.

Backgrounds
Possible backgrounds include: swordmaster, mercenary captain, sea raider, shieldwall spearman, explorer, bouncer, thug, city guardsman, former gladiator, former orc captive, bankrupt nobleman, duelist, and goblin-hunter.

Gear
At 1st level, a fighter starts with a melee weapon or two, a ranged weapon if they want it, armor, and standard non-magical gear that is suggested by the character's backgrounds.

Gold Pieces
Fighters may start with either 25 gp or 1d6 x 10 gp.

Armor

Armor Type	Base AC	Atk Penalty
None	10	—
Light	13	—
Heavy	15	—
Shield	+1	—

Melee Weapons

	One-Handed	Two-Handed
Small	1d4 dagger	1d6 club
Light or Simple	1d6 shortsword, hand axe	1d8 spear
Heavy or Martial	1d8 longsword, warhammer	1d10 greatsword, greataxe

Ranged Weapons

	Thrown	Crossbow	Bow
Small	1d4 dagger	1d4 hand crossbow	—
Light or Simple	1d6 javelin, axe	1d6 light crossbow	1d6 shortbow
Heavy or Martial	—	1d8 heavy crossbow	1d8 longbow

Level Progression

Fighter Level	Total Hit Points	Total Feats	Maneuvers Known	Maneuver Pool Available	Class Talents	Level-up Ability Bonuses	Damage Bonus From Ability Score
Level 1	(8 + CON mod) x 3	1 adventurer	3	1st level	3		ability modifier
Level 2	(8 + CON mod) x 4	2 adventurer	4	1st level	3		ability modifier
Level 3	(8 + CON mod) x 5	3 adventurer	4	3rd level	3		ability modifier
Level 4	(8 + CON mod) x 6	4 adventurer	5	3rd level	3	+1 to 3 abilities	ability modifier

Level							
Level 5	(8 + CON mod) x 8	4 adventurer 1 champion	5	5th level	3		2 x ability modifier
Level 6	(8 + CON mod) x 10	4 adventurer 2 champion	6	5th level	4		2 x ability modifier
Level 7	(8 + CON mod) x 12	4 adventurer 3 champion	6	7th level	4	+1 to 3 abilities	2 x ability modifier
Level 8	(8 + CON mod) x 16	4 adventurer 3 champion 1 epic	7	7th level	4		3 x ability modifier
Level 9	(8 + CON mod) x 20	4 adventurer 3 champion 2 epic	7	9th level	4		3 x ability modifier
Level 10	(8 + CON mod) x 24	4 adventurer 3 champion 3 epic	8	9th level	4	+1 to 3 abilities	3 x ability modifier

Fighter weapon attack maneuvers deal damage based on the fighter's level. You also don't have to keep track of upgrading a 1st level maneuver into a 3rd level maneuver, because all the maneuvers function at your level. You can change which maneuvers you know and have ready whenever you gain a level.

Stats

Initiative, AC, PD, MD, Hit Points, Recovery Dice, Feats, and some Talents are level dependent.

Ability Bonus	+2 Strength or Constitution (different from racial bonus)
Initiative	Dex mod + Level
Armor Class (heavy armor)	15 + middle mod of Con/Dex/Wis + Level
Armor Class (shield and heavy armor)	16 + middle mod of Con/Dex/Wis + Level
Physical Defense	10 + middle mod of Str/Con/Dex + Level
Mental Defense	10 + middle mod of Int/Wis/Cha + Level
Hit Points	(8 + Con mod) x Level modifier (see level progression chart)
Recoveries	9
Recovery Dice	(1d10 x Level) + Con mod
Backgrounds	8 points, max 5 in any one background
Icon Relationships	3 points
Talents	3 (see level progression chart)
Feats	1 per Level
Ability Bonus	+2 Strength or Constitution (different from racial bonus)

Basic Attacks

Melee Attack

At-Will

Target: One enemy

Attack: Strength + Level vs. AC

Hit: WEAPON + Strength damage

Miss: Damage equal to your level

Ranged Attack
At-Will

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: WEAPON + Dexterity damage

Miss: —

Class Features
Fighters have two class features: Extra Tough and Threatening.

Extra Tough
You start with nine recoveries instead of the usual eight.

Adventurer Feat
Increase your total recoveries by 1.

Threatening
Whenever an enemy attempts to disengage from you, it takes a penalty to its check equal to your Dexterity or Constitution modifier, whichever is higher.

The penalty doesn't apply if you are stunned, grabbed, or otherwise incapable of making an opportunity attack.

Adventurer Feat
Whenever an enemy fails to disengage from you, you also deal damage to that enemy equal to your Dexterity or Constitution modifier. At 5th level, damage is double the modifier. At 8th level, it's triple.

Champion Feat
Whenever a non-mook enemy fails to disengage from you, it's vulnerable to your attacks for the rest of the battle.

Class Talents
Choose three of the following class talents.

You get an additional fighter class talent at 6th level.

Fighters have flexible attacks called maneuvers; you roll your attack and then choose which maneuver you want the attack to use. You only get to use one maneuver with each attack, so it's usually best to choose maneuvers with a few different triggering rolls

Cleave
Once per battle, make a fighter melee attack as a free action after one of your melee attacks drops an enemy to 0 hp.

Adventurer Feat
If you have your move action available, you can use it before making your Cleave attack to reach an enemy you are not already engaged with.

Champion Feat
You can use Cleave twice each battle, but only once a round.

Epic Feat
You gain a +4 attack bonus with your Cleave attacks.

Comeback Strike
Once per battle as a free action, make another attack with a –2 penalty after your first fighter attack during your turn misses.

Adventurer Feat
You no longer take the –2 penalty to your Comeback Strike attacks.

Champion Feat
Once per day, you can use Comeback Strike twice in a battle.

Epic Feat
You gain a +4 attack bonus with your Comeback Strike attacks.

Counter-Attack
Once per round when the escalation die is even and an enemy misses you with a natural odd melee attack roll, you can make a basic melee attack dealing half damage against that enemy as a free action. (The attack can't use any limited abilities or flexible attack maneuvers.)

Adventurer Feat
Your Counter-Attack attack now deals full damage.

Champion Feat
You can use Counter-Attack once per turn instead of once per round (in effect, you're free to Counter-Attack once per enemy turn).

Epic Feat
You can now use Counter-Attack when the escalation die is 3+.

Deadeye Archer
Your attacks with d8 ranged weapons (heavy crossbow, longbow) now deal d10 damage per level. Your attacks with d6 ranged weapons (light crossbow, shortbow) now deal d8 damage per level. In addition, your misses with basic ranged attacks deal damage equal to your level.

Adventurer Feat
If you spend a quick action to aim before making a ranged basic attack, add your Dexterity modifier to the damage if you miss.

Champion Feat
Once per battle, expand your crit range with a fighter ranged attack by 4 (usually to 16+) for that attack. Declare you're using this feat power before you roll the attack.

Epic Feat
Your crit range with ranged weapon attacks expands by 1 (usually to 19+).

Heavy Warrior

Once per battle while wearing heavy armor, when you are hit by an attack that targets AC, as a free action, you can take half damage from that attack instead.

Adventurer Feat

Once per day, you can use Heavy Warrior twice in a battle (against different attacks).

Champion Feat

You can also use the power against an attack that targets PD.

Epic Feat

Once per day, you can reroll a recharge roll for a magic armor power.

Power Attack

Once per battle before you roll an attack, you can declare you're using Power Attack to deal additional damage with that attack roll. If the attack hits, you deal the following additional damage:

Deal 1d4 additional damage per level if you are using a one-handed weapon.

Deal 1d6 additional damage per level if you are using a two-handed weapon.

Adventurer Feat

You deal the additional Power Attack damage even if the attack misses.

Champion Feat

One battle per day, you can use Power Attack twice in the battle.

Epic Feat

One-handed weapon damage using Power Attack increases to 1d6 per level; two-handed weapon damage using Power Attack increases to 1d8 per level.

Skilled Intercept

Once per round as a free action, roll a normal save (11+) to intercept an enemy who is moving to attack one of your nearby allies. You can pop free from one enemy to move and intercept the attack. If you are engaged with more than one enemy, the others can take opportunity attacks against you.

The moving enemy makes its attack with you as a target instead. If you're wearing heavy armor and the attack hits, you only take half damage.

Adventurer Feat

You can pop free from up to two enemies when using Skilled Intercept.

Champion Feat

You gain a bonus to your Skilled Intercept save equal to the escalation die.

Epic Feat

Enemies can't make opportunity attacks against you during your Skilled Intercept movement.

Tough as Iron

Once per battle, you can rally using a quick action instead of a standard action.

Once per day, you can rally twice during a battle as a quick action, without needing to roll a save for the second rally.

Increase your total number of recoveries by 2.

When you roll a natural 20 with an attack, you gain an additional use of Tough As Iron this battle.

1st Level Maneuvers

Brace for It

Flexible melee attack

Triggering Roll: Any miss

Effect: Until the end of your next turn, the first critical hit you take from a melee attack becomes a normal hit instead.

Brace for it now works against a critical hit from any type of attack.

Brace for it works against any number of critical hits before your next turn.

Carve an Opening

Flexible melee attack

Triggering Roll: Any natural odd roll

Effect: Your crit range with melee attacks expands by a cumulative +1 this battle until you score a melee critical hit. When you score a melee critical hit, your crit range drops back to normal.

The crit range bonus from carve an opening is +2 instead of +1.

Deadly Assault

Flexible melee or ranged attack

Triggering Roll: Any natural even hit

Effect: Reroll any 1s from your damage roll. You're stuck with the rerolls.

Now you can reroll both 1s and 2s with deadly assault.

Deadly assault now also triggers on a natural 17+.

Defensive Fighting
Flexible melee attack

Triggering Roll: Natural 16+; if you fight with a shield, also any natural even roll

Effect: Gain a +2 bonus to AC until the end of your next turn.

Adventurer Feat
You also gain the bonus to Physical Defense.

Champion Feat
The bonus increases to +3.

Epic Feat
You also gain the bonus to Mental Defense.

Grim Intent
Flexible melee attack

Triggering Roll: Any natural even miss

Effect: The next time you would deal miss damage with a melee attack, add a WEAPON die to that damage. At 5th level, instead add 2 total WEAPON dice; at 8th level, instead add 3 total WEAPON dice.

Heavy Blows
Flexible melee attack

Triggering Roll: Any natural even miss

Effect: You gain a bonus to your miss damage with that attack equal to the escalation die.

Champion Feat
If you attacked with a two-handed weapon, *heavy blows* can trigger on any miss, odd or even.

Epic Feat
The bonus instead equals double the escalation die with a one-handed weapon, or triple it with a two-handed weapon.

Precision Attack
Flexible melee attack

Triggering Roll: Any hit with a natural 16+

Effect: You gain a bonus to the damage roll equal to your Dexterity modifier. At 5th level, the damage bonus increases to double your Dexterity modifier; at 8th level the damage bonus increases to triple it.

Adventurer Feat
You can now use *precision attack* with a ranged attack.

Second Shot

Flexible ranged attack

Triggering Roll: Natural 16+

Effect: After this attack, you can make a basic ranged attack with the same weapon (as long as it's not a weapon that takes a quick action to reload or draw) with a –4 attack penalty.

You can't use any maneuvers with the second attack.

Champion Feat
The *second shot* attack penalty is –2 instead.

Shield Bash
Flexible melee attack

Special: You must be using a shield.

Triggering Roll: Any natural even roll

Effect: The target pops free from you after the attack (does not allow opportunity attacks).

Adventurer Feat
If the target is also engaged with any of your allies, you can have it pop free from them as well.

Champion Feat
Once per battle, you can also daze the target (save ends) of your shield bash attack, if that enemy is staggered.

Two-Weapon Pressure
Flexible melee attack

Special: You must be using a weapon in each hand.

Triggering Roll: Any miss

Effect: Until the end of your next turn, you gain a +2 melee attack bonus against the target.

Champion Feat
The bonus increases to +4.

3rd Level Maneuvers

Hack & Slash
Flexible melee attack

Special: You can use this maneuver only once per round.

Triggering Roll: Any natural even roll, when the escalation die is 2+

Effect: Make another melee weapon attack against a different target.

Make 'em Flinch
Flexible ranged attack

Triggering Roll: Any natural even miss

Effect: Add the higher modifier from your Strength or Dexterity to the miss damage. At 5th level the damage bonus increases to double your chosen modifier; at 8th level the damage bonus increases to triple it.

Punish Them
Flexible melee attack

Special: You can use this maneuver only when you make an opportunity attack.

Triggering Roll: Any hit with a natural 16+

Effect: The target is dazed until the end of its turn.

Adventurer Feat
If the target was moving, it stops moving and loses the rest of its move action.

Champion Feat
The dazed effect is now save ends.

Epic Feat
The target is now weakened (save ends) instead of dazed.

Steady Now
Flexible melee attack

Triggering Roll: Any natural even miss

Effect: You gain temporary hit points equal to your Constitution modifier.

Champion Feat
The temporary hit points increase to double your Constitution modifier.

Strong Guard
Flexible melee attack

Special: You must be using a shield.

Triggering Roll: Any miss

Effect: One ally next to you (including an ally engaged with the same enemy as you) gains a +2 AC bonus until the start of your next turn or until you are no longer next to them.

Champion Feat
Bonus also applies to PD.

Epic Feat
Bonus increases to +3.

5th Level Maneuvers
A Dozen Cuts
Flexible melee attack

Triggering Roll: Any natural even hit

Effect: The target also takes ongoing damage equal to double your Dexterity modifier, or triple it at 8th level.

Champion Feat
Once per battle, you can trigger *a dozen cuts* with a natural odd hit.

Hero's Skill
Flexible melee or ranged attack

Triggering Roll: Any natural even miss

Effect: Add +2 to the attack roll, then halve any damage dealt by the attack if it hits.

Champion Feat
Add +4 to the attack roll instead of +2.

Epic Feat
The damage is no longer halved on a hit after using *hero's skill*.

Sword Master's Anticipation
Flexible melee attack

Special: You must have the Skilled Intercept talent to use this maneuver.

Triggering Roll: Any natural even roll

Effect: The next time you use Skilled Intercept this battle, your Skilled Intercept save automatically succeeds.

7th Level Maneuvers

Never Surrender
Flexible melee attack

Triggering Roll: Any natural even roll

Effect: You can roll a save against a save ends effect.

Epic Feat
You gain a +2 bonus to the save.

Spinning Charge
Flexible melee attack

Special: You must have moved before the attack.

Triggering Roll: Any natural even hit

Effect: After dealing damage, you can pop free from the target, move to a different nearby enemy, and make a basic melee attack against that enemy.

You can't use any maneuvers with the second attack, and it deals only half damage.

Epic Feat
If the escalation die is 3+, the second *spinning charge* attack deals full damage.

Sword of Destiny
Flexible melee attack

Triggering Roll: Natural 20

Effect: You can heal using a free recovery.

Epic Feat
If the escalation die is 3+, you can now trigger *sword of destiny* with a natural 18+.

9th Level Maneuvers
Combat Mastery
Flexible melee attack

Special: You can use this maneuver only once per battle.

Triggering Roll: Natural 16+

Effect: Increase the escalation die by 1.

Epic Feat
Combat mastery now also triggers on any natural even hit.

Set 'em Up
Flexible melee attack

Triggering Roll: Any hit with a natural 16+

Effect: The crit range of your attacks against the target expands by 3 (generally 17+) until the end of the battle (cumulative).

Epic Feat
The crit range bonus from *set 'em up* now also applies to any ally who attacks the target while you are engaged with it.

Paladin
Ability Scores
Paladins gain a +2 class bonus to Strength or Charisma, as long as it isn't the same ability you increase with your +2 racial bonus.

Backgrounds
Possible backgrounds include: city guardsman, combat medic, bodyguard, outlaw hunter, and inquisitor.

Gear
At 1st level, a paladin starts with a melee weapon or two, a ranged weapon if they want it, armor, a shield, and standard non-magical gear that is suggested by the character's backgrounds.

Gold Pieces
Paladins may start with either 25 gp or 1d6 x 10 gp.

Armor

Armor Type	Base AC	Atk Penalty
None	10	—
Light	12	—
Heavy	*16*	—
Shield	*+1*	—

Melee Weapons

	One-Handed	Two-Handed
Small	1d4 dagger	1d6 club
Light or Simple	1d6 scimitar, shortsword	1d8 spear
Heavy or Martial	1d8 longsword, battleaxe	1d10 greatsword, halberd

Ranged Weapons

	Thrown	Crossbow	Bow
Small	1d4 dagger	1d4 hand crossbow	—
Light or Simple	1d6 javelin, axe	1d6 light crossbow	1d6 shortbow
Heavy or Martial	—	1d8 heavy crossbow	1d8 longbow

Level Progression

Paladin	Total Hit Points	Total Feats	Class Talents	Level-up Ability Bonuses	Damage Bonus From Ability Score
Level 1	(8 + CON mod) x 3	1 adventurer	3		ability modifier
Level 2	(8 + CON mod) x 4	2 adventurer	3		ability modifier
Level 3	(8 + CON mod) x 5	3 adventurer	3		ability modifier
Level 4	(8 + CON mod) x 6	4 adventurer	3	+1 to 3 abilities	ability modifier
Level 5	(8 + CON mod) x 8	4 adventurer 1 champion	4		2 x ability modifier
Level 6	(8 + CON mod) x 10	4 adventurer 2 champion	4		2 x ability modifier
Level 7	(8 + CON mod) x 12	4 adventurer 3 champion	4	+1 to 3 abilities	2 x ability modifier
Level 8	(8 + CON mod) x 16	4 adventurer 3 champion 1 epic	5		3 x ability modifier
Level 9	(8 + CON mod) x 20	4 adventurer 3 champion 2 epic	5		3 x ability modifier
Level 10	(8 + CON mod) x 24	4 adventurer 3 champion 3 epic	5	+1 to 3 abilities	3 x ability modifier

Stats

Initiative, AC, PD, MD, Hit Points, Recovery Dice, Feats, and some Talents are level dependent.

Ability Bonus	+2 Strength or Charisma (different from racial bonus)
Initiative	Dex mod + Level
Armor Class (heavy armor)	16 + middle mod of Con/Dex/Wis + Level
Armor Class (shield and heavy armor)	17 + middle mod of Con/Dex/Wis + Level
Physical Defense	10 + middle mod of Str/Con/Dex + Level

Mental Defense	12 + middle mod of Int/Wis/Cha + Level
Hit Points	(8 + Con mod) x Level modifier (see level progression chart)
Recoveries	8
Recovery Dice	(1d10 x Level) + Con mod
Backgrounds	8 points, max 5 in any one background
Icon Relationships	3 points
Talents	3 (see level progression chart)
Feats	1 per Level

Basic Attacks

Melee Attack
At-Will

Target: One enemy

Attack: Strength + Level vs. AC

Hit: WEAPON + Strength damage

Miss: Damage equal to your level

Ranged Attack
At-Will

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: WEAPON + Dexterity damage

Miss: —

Class Features
All paladins have the Smite Evil class feature.

Smite Evil
You can use this talent once per battle, plus an additional number of times per day equal to your Charisma modifier.

As a free action before you make a paladin melee attack roll, you can declare that you're using a Smite Evil attack. Add +1d12 to the damage roll AND deal half damage with the attack if it misses.

Adventurer Feat
Your Smite Evil attacks gain a +4 attack bonus.

Champion Feat
Add 2d12 to the damage roll instead of 1d12.

Epic Feat
Add 4d12 to the damage roll instead of 2d12.

Class Talents

Choose three of the following class talents.

You get an additional paladin class talent at 5th level, and again at 8th level.

Bastion

You gain +1 AC.

In addition, once per battle when a nearby ally is hit by an attack, you can choose to lose hit points equal to half of that damage, and have your ally take only half of the damage instead. The damage you lose can come from temporary hit points, but isn't affected by damage resistance and other tricks to avoid the damage.

Adventurer Feat

Increase your total number of recoveries by 1.

Champion Feat

Once per day, you can use Bastion twice in the same battle.

Epic Feat

When you use Bastion now, your ally takes no damage. You still lose hit points equal to half the damage.

Cleric Training

Choose one cleric spell of your level or lower. That spell is now part of your powers. (You can change out the spell normally.)

Adventurer Feat

You can use your Charisma as the attack ability for cleric spells you can cast.

Champion Feat

You can now cast the cleric class feature *heal* spell twice per day.

Epic Feat

Choose two cleric spells instead of one.

Divine Domain

Special: You can choose Divine Domain a second time, if you wish, at 5th level or at 8th level.

Choose one of the domains listed in the cleric's class talent list. You gain all the domain's advantages, including the ability to use the domain's invocation once per day.

If the domain you choose is designed to help cleric spells and attacks, reinterpret the talent to help your paladin powers. You can use the domain's feats if you wish; reinterpret them similarly if necessary.

Fearless

You are immune to fear abilities and to any non-damage effects of attacks named or described as fear attacks.

In addition, you gain a +1 melee attack bonus against enemies that are not engaged by any of your allies. The bonus increases to +2 against enemies with fear abilities.

Adventurer Feat

You gain a +1 bonus to death saves.

Champion Feat

You gain a +1 bonus to all saves except death saves.

Epic Feat

Your nearby allies gain a +1 bonus to death saves.

Implacable

You can roll saves at the start of your turn instead of at the end of your turn. A successful save against ongoing damage, for example, means that you will not take the ongoing damage that turn.

Adventurer Feat

You gain a +1 bonus to saves.

Champion Feat

Once during your turn as a free action, you can choose to lose hit points equal to your level to reroll a save.

Epic Feat

You gain a +1 bonus to Physical Defense and Mental Defense.

Lay on Hands

Twice per day as a quick action, you can heal yourself or an ally next to you with a touch. You spend the recovery while the recipient heals as if they had spent the recovery.

Adventurer Feat

Add twice your Charisma modifier to the healing provided by Lay on Hands.

Champion Feat

Lay on Hands healing uses a free recovery instead of one of your own.

Epic Feat

You can now use Lay on Hands four times per day instead of two.

Paladin's Challenge

When you hit an enemy with a melee attack, you can choose to challenge that enemy as a free action. Until the end of the battle, provided that both you and the enemy you've challenged are conscious and capable of making an attack, you each take a –4 attack penalty against all other creatures and a –4 penalty to disengage checks from each other.

The attack penalty temporarily deactivates for the attacker when they make an attack roll against their rival, but only until the end of the attacker's turn. For example, if a creature with more than one attack attacks you first, its subsequent attacks against your allies are without the challenge penalty. However, the attack penalty resets at the end of its turn, so it does not help with opportunity attacks against your allies later in the round.

You can only have one enemy challenged at a time.

Your Paladin's Challenge ends when…

- …you or the creature you are challenging falls unconscious or drops to 0 hp.
- …you hit a different enemy with an attack (assuming you hit with the –4 penalty).
- …the creature flees far away and you choose to end the challenge.

An enemy can only be the subject of one Paladin's Challenge at a time; a new challenge overrides the previous one.

In the unlikely case in which two paladins fight each other, any use of Paladin's Challenge locks them into a challenge that only ends when one of them drops.

Adventurer Feat
The attack and disengage penalty for challenged enemies (but not for you) is equal to –4 or to the escalation die, whichever is higher.

Champion Feat
You can have two challenges active at the same time against different enemies.

Epic Feat
Enemies you challenge are vulnerable to your attacks.

Path of Universal Righteous Endeavor
Special: You can't take this talent if you take the Way of Evil Bastards talent.

Your nearby allies gain a +1 bonus to all saves.

Adventurer Feat
Once per day, you can reroll your relationship dice with a heroic or ambiguous icon.

Champion Feat
All of your melee and ranged attacks deal holy damage.

Epic Feat
You gain an additional relationship point with a heroic or ambiguous icon.

Way of Evil Bastards
Special: You can't take this talent if you take the Path of Universal Righteous Endeavor talent.

When one of your Smite Evil attacks drops a non-mook enemy to 0 hp, that use of Smite Evil is not expended.

Adventurer Feat
Once per day, you can reroll your relationship dice with a villainous or ambiguous icon.

Champion Feat
When one of your Smite Evil attacks drops three or more mooks, it is not expended.

Epic Feat
You gain an additional relationship point with a villainous or ambiguous icon.

Ranger

Ability Scores

Rangers gain a +2 class bonus to Dexterity or Strength, as long as it isn't the same ability you increase with your +2 racial bonus.

Backgrounds

Possible backgrounds include: trackers, bounty hunters, beast slayers, woodsy assassins, orc slayers, and wanderers.

Gear

At 1st level, a ranger starts with light armor, a melee weapon or two, a ranged weapon or two, and other mundane gear as suggested by their backgrounds.

Gold Pieces

Rangers may start with either 25 gp or 1d6 x 10 gp.

Armor

Armor Type	Base AC	Atk Penalty
None	10	—
Light	*14*	—
Heavy	15	-2
Shield	+1	-2

Melee Weapons

	One-Handed	Two-Handed
Small	1d4 dagger	1d6 club
Light or Simple	1d6 shortsword, hand axe	1d8 spear
Heavy or Martial	1d8 longsword, warhammer	1d10 greatsword, greataxe

Ranged Weapons

	Thrown	Crossbow	Bow
Small	1d4 dagger	1d4 hand crossbow	—
Light or Simple	1d6 javelin, axe	1d6 light crossbow	1d6 shortbow
Heavy or Martial	—	1d8 heavy crossbow	1d8 longbow

Level Progression

Ranger Level	Total Hit Points	Total Feats	Class Talents	Level-up Ability Bonuses	Damage Bonus From Ability Score
Level 1	(7 + CON mod) x 3	1 adventurer	3		ability modifier
Level 2	(7 + CON mod) x 4	2 adventurer	3		ability modifier
Level 3	(7 + CON mod) x 5	3 adventurer	3		ability modifier
Level 4	(7 + CON mod) x 6	4 adventurer	3	+1 to 3 abilities	ability modifier
Level 5	(7 + CON mod) x 8	4 adventurer 1 champion	4		2 x ability modifier
Level 6	(7 + CON mod) x 10	4 adventurer 2 champion	4		2 x ability modifier
Level 7	(7 + CON mod) x 12	4 adventurer	4	+1 to 3 abilities	2 x ability modifier

		3 champion			
Level 8	(7 + CON mod) x 16	4 adventurer 3 champion 1 epic	5		3 x ability modifier
Level 9	(7 + CON mod) x 20	4 adventurer 3 champion 2 epic	5		3 x ability modifier
Level 10	(7 + CON mod) x 24	4 adventurer 3 champion 3 epic	5	+1 to 3 abilities	3 x ability modifier

Stats

Initiative, AC, PD, MD, Hit Points, Recovery Dice, Feats, and some Talents are level dependent.

Ability Bonus	+2 Strength, Dexterity, or Wisdom (different from racial bonus)
Initiative	Dex mod + Level
Armor Class (light armor)	14 + middle mod of Con/Dex/Wis + Level
Physical Defense	11 + middle mod of Str/Con/Dex + Level
Mental Defense	10 + middle mod of Int/Wis/Cha + Level
Hit Points	(7 + Con mod) x Level modifier (see level progression chart)
Recoveries	8
Recovery Dice	(1d8 x Level) + Con mod
Backgrounds	8 points, max 5 in any one background
Icon Relationships	3 points
Talents	3 (see level progression chart)
Feats	1 per Level

Basic Attacks

Melee Attack
At-Will

Target: One enemy

Attack: Strength OR Dexterity + Level vs. AC

Hit: WEAPON + Strength damage

Miss: Damage equal to your level

Ranged Attack
At-Will

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: WEAPON + Dexterity damage

Miss: Damage equal to your level

Class Talents

Choose three of the following class talents.

You get an additional ranger class talent at 5th level, and again at 8th level.

Animal Companion

Special: Unlike most class talents, this talent takes up **two** ranger class talent slots.

You have a normal-sized animal companion that fights alongside you in battle. See Animal Companion Rules.

If you would rather have a smaller beast as a pet, see the Ranger's Pet talent.

Archery

Once per battle, reroll one of your missed ranged attacks.

Adventurer Feat

Your Archery rerolls gain a +2 attack bonus and the attack's crit range expands by 1.

Champion Feat

Once per day, you can use Archery twice in the same battle.

Epic Feat

Once per day, you can turn a normal hit with a ranger ranged attack into a critical hit.

Double Melee Attack

When fighting with two one-handed melee weapons, your default option is to make a double melee attack.

Your weapon damage die drops one notch, usually from d8s to d6s. If your first attack is a natural even roll (hit or miss), you can make a second attack as a free action.

If you decide you don't want to try for a double melee attack while fighting with two one-handed weapons, declare it before rolling your attack; the single attack will deal the normal damage dice instead of using reduced damage dice.

Adventurer Feat

Your second attack gains a +2 attack bonus if it is against a different target.

Champion Feat

Once per battle, use Double Melee Attack after an odd attack roll.

Epic Feat

Each turn, you can pop free of one enemy before one attack roll that is part of a Double Melee Attack. You can also use your move action in between your two attacks if you wish.

Double Ranged Attack

When you attack with a ranged weapon that does not need to be reloaded, your default option is to make a double ranged attack.

Your weapon damage die drops one notch, usually from d8s to d6s. If your first attack is a natural even roll (hit or miss), you can make a second attack as a free action.

If you decide you don't want to try for a double ranged attack when firing your bow or other ranged weapon, declare it before rolling your attack; the single attack will deal the normal damage dice instead of using reduced damage dice.

Adventurer Feat
Your second attack gains a +2 attack bonus if it is against a different target.

Champion Feat
Once per battle, you can use Double Ranged Attack after an odd attack roll.

Epic Feat
Each turn, you can pop free of one enemy before one attack roll that is part of a Double Ranged Attack. You can also use your move action in between your two attacks if you wish.

Favored Enemy
Choose a specific monster type (e.g. aberration, beast, construct, demon, dragon, giant, humanoid*, ooze, plant, or undead). The crit range of your ranger attacks against that type of enemy expands by 2.

*Choosing humanoid: Unlike other favored enemies, choosing humanoid as your favored enemy takes up two ranger class talent slots.

Adventurer Feat
You can change your favored enemy by meditating when you take a full heal-up.

Champion Feat
Your crit range for attacks against favored enemies expands by 1 (to +3).

Epic Feat
Choose a second non-humanoid monster type as a favored enemy.

Fey Queen's Enchantments
Choose one daily or recharge spell of your level or lower from the sorcerer class. You can cast this spell as if you were a sorcerer (though you can't gather power).

Adventurer Feat
You can choose which ability score you want to use as the attack ability for sorcerer spells you can cast.

Champion Feat
You can now choose from sorcerer at-will spells.

Epic Feat
You gain an additional sorcerer spell of your choice that is your level or lower; a total of two from this talent.

First Strike
The first time you attack an enemy during a battle, your crit range for that attack expands by 2 (usually to 18+). A mob of mooks counts as a single enemy.

Adventurer Feat
The crit range of your First Strike attacks expands by 1 (to +3).

Champion Feat
Once per day, deal triple damage with a First Strike crit instead of double damage.

Epic Feat
Whenever you hit with a First Strike attack, you can reroll your damage once and use the higher roll.

Lethal Hunter
Once per battle as a free action, choose an enemy. The crit range of your attacks against that enemy expands by 2 for the rest of the battle. A mob of mooks counts as a single enemy.

Adventurer Feat
The crit range of your Lethal Hunter attacks expands by 1 (to +3).

Champion Feat
One battle per day, you can use Lethal Hunter against two different enemies.

Epic Feat
Your Lethal Hunter crits deal triple damage instead of double damage while the escalation die is 3+.

Ranger ex Cathedral
Choose one daily or recharge spell of your level or lower from the cleric class. You can cast this spell as if you were a cleric. You can change your chosen spell each time you take a full heal-up.

Adventurer Feat
You can cast the cleric class feature *heal* spell once per battle.

Champion Feat
You can now choose from cleric at-will spells.

Epic Feat
You gain an additional cleric spell of your choice that is your level or lower; a total of two from this talent.

Ranger's Pet
You have a small animal or beast that accompanies you on your adventures. Use the rules from the Wizard's Familiar talent with the following differences:

1. The creature is your pet or friend instead of your familiar.
2. Your pet is fully natural rather than partially magical.
3. Your pet can end up with more abilities, if you choose.

Adventurer Feat
Your pet gains a third ability.

Champion Feat
Your pet gains a fourth ability.

Epic Feat
Your pet gains a fifth ability.

Tracker

You have the Tracker background at its full possible bonus of +5, without having to spend your normal background points on it. You are an expert wilderness tracker, capable of reading clues from the environment that others can't perceive. Tracking doesn't work well, however, in heavily traveled urban environments.

In addition, you have the terrain stunt power.

Terrain stunt: At the start of each battle in a non-urban environment, roll a d6. Any time after the escalation die reaches that number, you'll be able to use a quick action to execute a terrain stunt. Normally you can only use terrain stunt once per battle, but circumstances, geography, or excellent planning may suggest that you can pull it off more than once.

Terrain stunts are improvisational effects that play off your preternatural understanding of the wilderness and all the diverse forms of the natural world. Things like knocking a hornets nest no one had noticed onto your enemy's head, maneuvering a foe onto a soggy patch of ground that slows them down, shooting the cap off a mushroom spore in a dungeon that erupts on your enemies, getting your enemy's sword wedged into a stalactite, finding the tree branch that lets you vault up to attack the flying demon that thought it was out of axe range, and similar types of actions.

Adventurer Feat
Your grasp of the way the world is put together increases; you now can use terrain stunt in urban environments.

Champion Feat
You can track as well in urban areas as you do in the wilderness.

Epic Feat
You can track flying creatures and creatures that normally wouldn't be trackable, and there's the possibility that even teleports give you a sense of direction.

Two-Weapon Mastery
You gain a +1 attack bonus when fighting with a one-handed melee weapon in each hand.

Adventurer Feat
When you fight with two one-handed melee weapons, increase the damage you deal with missed attacks by adding your level to it. Most of your basic melee attacks, therefore, will deal double your level as miss damage.

Champion Feat
If you fight with two one-handed melee weapons, whenever an enemy makes a melee attack against you and rolls a natural 1, you can make an opportunity attack against that foe as a free action.

Epic Feat
One battle per day, increase the damage you deal with missed attacks to triple your level instead of double your level (from Two-Weapon Mastery).

Animal Companion Rules

You have a devoted animal companion who fights alongside you like a member of your adventuring party.

Recoveries

Add two recoveries to your total recoveries. You can use a recovery on yourself or your animal companion.

Actions

Your animal companion acts on your initiative turn, either immediately before or after you, depending on the animal type.

Your animal companion moves gets a move action and a standard action, but not a quick action.

If you have powers that care about the "first time you attack an enemy," an attack by your animal companion counts as your attack.

Animal Harm

Your animal companion can be healed like an ally. If it gets healed without you being healed, it uses one of your recoveries. When you use a recovery while next to your animal companion (including being engaged with the same enemy), your animal companion is also healed using a free recovery.

Instead of dying like a monster or NPC at 0 hp, your animal companion follows PC rules for falling unconscious at 0 hp and dying after four failed death saves or when its negative hit points equal half its normal hit points. If your animal companion dies, you can summon another one. If you're still on the same adventure, you can call a new animal companion the next day, but it will be one level lower than an animal companion would normally be. At the start of a new adventure, or when you gain a level, bump the companion up to its proper level.

Stats & Levels

Each animal companion has roughly the same base stats as listed below.

Your animal companion is always one level lower than you. As a 1st level ranger, you'll have a level 0 animal companion. Once you gain a level, your animal companion rises to 1st level.

On top of the base stats, each type of animal has a zoologically appropriate power or advantage.

Companion Bonuses

Each type of animal companion is a little different.

Bear (also Giant Badger, Wolverine)

Acts: After ranger

Advantage: The bear gains temporary hit points equal to its level each time it hits with an attack.

Champion Feat

The temporary hit points increase to double its level.

Boar (also Spiky Lizard)
Acts: Before ranger

Advantage: The boar gains a +1 attack bonus when it moves before its attack during the same turn.

Eagle (also Falcon, Hawk, Owl, Vulture)
Acts: Before ranger

Advantage: It flies! Its melee damage die is dropped by one size (d6 at level 0).

Panther (also Lion, Tiger)
Acts: Before ranger

Advantage: The panther's crit range expands by 2 against enemies with lower initiative.

Snake (also Giant Spider, Poison Toad)
Acts: After ranger

Advantage: The snake also deals ongoing poison damage equal to twice your level on a natural attack roll of 18+.

Champion Feat
The ongoing damage is three times your level instead.

Epic Feat
The ongoing damage is four times your level instead.

Wolf (also Big Dog, Coyote, Hyena, Jackal)
Acts: After ranger

Advantage: The wolf gains a +1 attack bonus against enemies its master attacked the same turn, or against enemies engaged with its master.

Baseline Stats
Use the following stats as the baseline for your animal companion. Remember that your companion stays a level lower than you. Generally your companion's Physical Defense should be higher than its Mental Defense, but you could flip that if you have a good explanation.

Level	Attack	Damage	AC	PD (or MD)	MD (or PD)	HP
0	+5 vs. AC	d8	16	14	10	20 (10)
1	+6 vs. AC	d10	17	15	11	27 (13)
2	+7 vs. AC	2d6	18	16	12	36 (18)
3	+9 vs. AC	3d6	19	17	13	45 (22)
4	+10 vs. AC	4d6	21	19	15	54 (27)
5	+11 vs. AC	5d6	22	20	16	72 (36)
6	+13 vs. AC	6d6	23	21	17	90 (45)
7	+14 vs. AC	7d6	25	23	19	108 (54)
8	+15 vs. AC	8d6	26	24	20	144 (72)
9	+17 vs. AC	9d6	27	25	21	180 (90)
10	+18 vs. AC	10d6	28	26	22	216 (108)

Animal Companion Feats

Ranger animal companion feats are designed so that they do not build on each other. Unlike other feats, you don't have to take animal companion feats progressively, one after the other as long as you qualify for the correct tier.

Adventurer Feat

Once per day, your animal companion can attack twice in a round with a standard action.

Adventurer Feat

Once per battle, your animal companion can turn a disengage success by an enemy it is engaged with into a failure.

Adventurer Feat

Once per day, reroll one of your animal companion's missed attack rolls.

Adventurer Feat

Your animal companion adds the escalation die to its attacks.

Champion Feat

Once per day, your animal companion can force an enemy to reroll an attack that hit it.

Champion Feat

Your Lethal Hunter talent also applies to your animal companion.

Champion Feat

Increase your animal companion's Physical Defense and Mental Defense by +1.

Epic Feat

Increase your animal companion's damage die by one size (for example, from d6s to d8s, or d8s to d10s)

Epic Feat

Increase your animal companion's AC by +1.

Rogue

Ability Scores

Rogues gain a +2 class bonus to Dexterity or Charisma, as long as it isn't the same ability you increase with your +2 racial bonus.

Backgrounds

Possible backgrounds include: street thug, cat burglar, diplomat, professional gambler, courtier, jewel thief, acrobat, con artist, bartender, spy master, pirate, dandy, rat catcher.

Gear

At 1st level, rogues start with the clothes on their back and the dice in their pockets. They also start with various bladed weapons and some armor. Plus various oddments suggested by their backgrounds.

Gold Pieces

Rogues may start with either 25 gp or 1d6 x 10 gp.

Armor

Armor Type	Base AC	Atk Penalty
None	11	—
Light	12	—
Heavy	13	-2
Shield	+1	-2

Melee Weapons

	One-Handed	Two-Handed
Small	1d8 dagger	1d6 club
Light or Simple	1d8 shortsword, wicked knife	1d8 spear
Heavy or Martial	1d8 (-2 atk) longsword, scimitar	1d10 (-2 atk) greatsword

Ranged Weapons

	Thrown	Crossbow	Bow
Small	1d4 dagger	1d4 hand crossbow	—
Light or Simple	1d6 javelin, axe	1d6 light crossbow	1d6 shortbow
Heavy or Martial	—	1d8 (–1 atk) heavy crossbow	1d8 (-2 atk) longbow

Level Progression

Rogue Level	Total Hit Points	Total Feats	Powers Known	Power Pool Available	Level-up Ability Bonuses	Damage Bonus From Ability Score
Level 1	(6 + CON mod) x 3	1 adventurer	4	1st level		ability modifier
Level 2	(6 + CON mod) x 4	2 adventurer	5	1st level		ability modifier
Level 3	(6 + CON mod) x 5	3 adventurer	5	3rd level		ability modifier
Level 4	(6 + CON mod) x 6	4 adventurer	6	3rd level	+1 to 3 abilities	ability modifier
Level 5	(6 + CON mod) x 8	4 adventurer 1 champion	6	5th level		2 x ability modifier
Level 6	(6 + CON mod) x 10	4 adventurer 2 champion	7	5th level		2 x ability modifier
Level 7	(6 + CON mod) x 12	4 adventurer 3 champion	7	7th level	+1 to 3 abilities	2 x ability modifier
Level 8	(6 + CON mod) x 16	4 adventurer 3 champion 1 epic	8	7th level		3 x ability modifier
Level 9	(6 + CON mod) x 20	4 adventurer 3 champion 2 epic	8	9th level		3 x ability modifier
Level 10	(6 + CON mod) x 24	4 adventurer 3 champion 3 epic	9	9th level	+1 to 3 abilities	3 x ability modifier

Note: Although not listed on the table, this class gets three talents. It does not gain more at higher levels.

Stats

Initiative, AC, PD, MD, Hit Points, Recovery Dice, Feats, and some Talents are level dependent.

Ability Bonus	+2 Dexterity or Charisma (different from racial bonus)
Initiative	Dex mod + Level
Armor Class (light armor)	12 + middle mod of Con/Dex/Wis + Level
Physical Defense	12 + middle mod of Str/Con/Dex + Level
Mental Defense	10 + middle mod of Int/Wis/Cha + Level
Hit Points	(6 + Con mod) x Level modifier (see level progression chart)
Recoveries	8
Recovery Dice	(1d8 x Level) + Con mod
Backgrounds	8 points, max 5 in any one background
Icon Relationships	3 points
Talents	3
Feats	1 per Level

Basic Attacks

Melee attack
At-Will

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: WEAPON + Dexterity damage

Miss: Damage equal to your level

Ranged attack
At-Will

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: WEAPON + Dexterity damage

Miss: Damage equal to your level

Class Features

All rogues fight better when they gain momentum, are good at stabbing enemies in the back, and have a knack for avoiding the traps that their clueless allies would stumble into.

Momentum
Many of the rogue's powers function only when the rogue has momentum.

You gain momentum by hitting an enemy with an attack.

You lose momentum when you are hit by an attack.

The default is that you can use momentum powers without losing momentum, but a few powers specify that you must spend your momentum to use them. You don't have to use attacks that require momentum against the foe you hit to gain that momentum.

Momentum powers that do not require you to spend your momentum are generally classified as interrupt actions. You can only use one interrupt action a round, which keeps your momentum powers from dominating the battle.

Sneak Attack

Once per round when you make a rogue melee weapon attack against an enemy engaged with one or more of your allies, you can deal extra damage if your attack hits.

Rogue Level	Extra Damage
1	+1d4
2	+1d6
4	+2d6
6	+3d6
8	+5d6
10	+7d6

Adventurer Feat

Your Sneak Attack feature also works the first round of combat against enemies with a lower initiative than you.

Champion Feat

Your Sneak Attack feature also works against enemies who are confused, dazed, stunned, vulnerable to your attack, or weakened.

Epic Feat

Once per battle when you miss with an attack that would have allowed you to deal Sneak Attack damage, replace the normal miss damage with your full Sneak Attack damage.

Trap Sense

Even rogues whose backgrounds don't have anything to do with noticing, avoiding, or disarming traps have a unique knack for dealing with traps.

If a rogue's skill check involving a trap is a natural even failure, the rogue can reroll the skill check once. If a trap's attack roll against a rogue is a natural odd roll, the rogue can force the trap to reroll the attack once.

Adventurer Feat

The trap attack reroll can also apply to a nearby ally of the rogue as the rogue shouts a warning or acts to prevent the trap from hitting.

Champion Feat

You gain a +3 bonus to skill check rerolls you make against traps.

Epic Feat

You only take half damage from trap attacks.

Class Talents

Choose three of the following class talents.

Cunning

You can use your Intelligence in place of your Charisma for any rogue attacks, talents, or powers that use Charisma (e.g. *shadow walk* and *slick feint*). You also gain two extra points of backgrounds to spend on knowledge-related backgrounds and gain a +2 bonus to skill checks involving traps.

Adventurer Feat

You gain a +1 bonus to Mental Defense.

Champion Feat

Once per battle, reroll a save against an effect from an attack that originally hit your Mental Defense.

Epic Feat

Your once-per-battle save reroll is now once per save.

Improved Sneak Attack

Your Sneak Attack damage is better than other rogues. Use the following Sneak Attack bonus damage progression instead.

Rogue Level	Extra Damage
1	+1d6
2	+1d7
4	+2d8
6	+3d8
8	+5d8
10	+7d8

Adventurer Feat

Once per day as a free action, you can add your Sneak Attack damage to any hit against one target that would not otherwise have qualified for the damage.

Champion Feat

Once per day, roll d20s for your Sneak Attack damage instead of d8s.

Epic Feat

One battle per day, ignore the limitation that you can use Sneak Attack damage only once per round.

Murderous

Against staggered enemies, your crit range with rogue attacks expands by 2.

Adventurer Feat

You gain a +2 attack bonus against staggered enemies.

Champion Feat

Your crit range against staggered enemies expands by 2 (now +4).

Epic Feat

Whenever a staggered enemy misses you with a melee attack, it's vulnerable to your attacks for the rest of the battle.

Shadow Walk

You gain the *shadow walk* at-will power:

As a move action before you have used your standard action this turn, if you are not engaged, you can make the following "attack" against all nearby enemies, targeting the enemy among them with the highest Mental Defense.

Attack: Charisma + Level vs. MD

Hit: Remove yourself from play. At the start of your next turn, return anywhere nearby that you could have moved to normally during your turn, and deal double damage with your first rogue attack that turn.

Miss: No effect. You can't attempt to *shadow walk* again until your next turn, but you still have your standard action this turn.

Adventurer Feat
On a miss, you can still use your move action normally (but still can't *shadow walk* this turn).

Champion Feat
Twice per day, you can reroll the rogue attack that follows your successful use of *shadow walk*.

Epic Feat
Twice per day, you can reappear from your *shadow walk* in a nearby location you wouldn't have been able to reach unimpeded physically, for instance, on the other side of a portcullis or door, or high up a wall.

Smooth Talk

Once per day, convince your GM with an amazing line of patter while you are using social skills to speak or interact with NPCs associated with a particular icon. If the GM is convinced by your patter, roll a normal save (11+). If you succeed, for the rest of the day you can function as if you have a 2-point positive relationship with the icon who seems to be in play. Thanks to your amazing gift of gab, for a short time, it's more or less true. (Note that these points replace any points you normally have with the icon rather than adding to them.)

Failure on the Smooth Talk save generally arouses suspicions.

Adventurer Feat
Add your Charisma modifier to your Smooth Talk save rolls.

Champion Feat
Success with your Smooth Talk talent gives you a 3-point positive relationship instead.

Epic Feat
Even if you fail your Smooth Talk save, you get a 2-point conflicted relationship with the icon because the people you're speaking with can't be sure.

Swashbuckle

Once per battle as a quick action, you can spend your momentum to pull off a daring stunt the likes of which others could scarcely conceive. You may make an attack as part of the stunt, but you'll need to roll normally for the attack. This is an improvisational talent.

As a swashbuckler, you do not need a difficult skill check to pull the stunt off.

Thievery

You have the Thief background at its full possible bonus of +5, without having to spend your normal background points on it.

Adventurer Feat

Regardless of your level, you gain the bonus power *thief's strike* in addition to your normal number of powers.

Champion Feat

Once per day, you can deal full damage with *thief's strike* instead of half damage.

Epic Feat

Twice per level, you can steal something with a successful *thief's strike* that you would not be able to steal ordinarily, but that would require a bit of magic, e.g. a dream, a spell, someone's hope, a memory. The theft won't be permanent. Every day, roll a hard save to determine whether you can keep what you stole for that day. Also, you can never steal the same thing twice.

Tumble

You gain a +5 bonus to disengage checks. In addition, while you are moving, if an enemy moves to intercept you, you can make one disengage roll per intercepting enemy as a free action to avoid that enemy, but you must stop the first time you fail any of those disengage checks.

Adventurer Feat

You ignore the penalty for disengaging from more than one enemy at a time.

Champion Feat

One battle per day as a free action, you can declare that you're a tumbling fool and automatically succeed on your first disengage check each turn.

Epic Feat

Whenever you take critical hit damage, roll a hard save (16+). If you succeed, you somehow tumbled out of the way of whatever was about to hit you, and instead only take damage equal to the attacker's level.

1st Level Powers

Evasive Strike

Melee attack

At-Will

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: WEAPON + Dexterity damage, and you can pop free from the target.

Miss: Damage equal to your level.

Adventurer Feat

If you drop the target with your *evasive strike* attack, you can pop free from all enemies instead.

Champion Feat

If you hit with *evasive strike* and the natural attack roll was even, you gain a +2 bonus to AC and PD against the next attack that targets you this battle (no joy if it's an attack vs. MD).

Epic Feat

Ok. Thanks to your slippery mind, the champion feat benefit also provides a +2 bonus to MD.

Deadly Thrust
Melee attack

At-Will

Target: One staggered non-mook enemy

Attack: Dexterity + Strength + Level vs. AC

Hit: WEAPON + Dexterity damage.

Miss: Damage equal to your level.

Adventurer Feat

Add your Strength modifier to the miss damage.

Champion Feat

You can now target mooks with *deadly thrust*.

Epic Feat

If you don't add your Sneak Attack damage to the attack, you also deal damage equal to five times your Strength modifier to your deadly thrust target when you hit.

Flying Blade
Ranged attack

At-Will

Special: You must use a small bladed weapon with this attack.

Target: One nearby creature

Attack: Dexterity + Level vs. AC

Hit: WEAPON + Dexterity damage, and if your natural attack roll is even and one of your allies is engaged with the target, you can use your Sneak Attack damage for the round.

Miss: Damage equal to your level.

Adventurer Feat

If you score a critical hit with *flying blade*, the target is also dazed (–4 attack) until the end of your next turn.

Champion Feat

As long as one of your allies is engaged with the target, your *flying blade* attack rolls no longer need to be even to add your Sneak Attack damage.

Epic Feat

You can use *flying blade* with any ranged weapon.

Roll With It
Momentum power

At-Will (once per round)

Interrupt action; requires momentum

Trigger: A melee attack that targets AC hits you.

Effect: You take half damage from that attack.

Adventurer Feat

The power also triggers on an attack against PD.

Champion Feat

The power also triggers on a ranged attack.

Epic Feat

Once per day, you can use roll with it to take damage equal to the attacker's level instead of half damage.

Sure Cut
Melee attack

At-Will

Special: You must have momentum and be able to deal your Sneak Attack damage to the target if you hit.

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: WEAPON + Dexterity damage.

Miss: Deal your Sneak Attack damage + damage equal to your level.

Champion Feat

Missing with *sure cut* no longer counts as a use of Sneak Attack for the round.

Tumbling Strike
Melee attack

At-Will

Always: You gain a +5 bonus to all disengage checks you attempt this turn. You can also move to engage an enemy, make this attack against it, and then use a quick action to attempt to disengage from it (the quick action disengage lets you move again if you succeed).

Attack: Dexterity + Level vs. AC

Hit: WEAPON + Dexterity damage.

Miss: Damage equal to your level.

3rd Level Powers

Bleeding Strike
Melee attack

At-Will

Target: One enemy who is not taking ongoing damage

Attack: Dexterity + Level vs. AC

Hit: WEAPON + Dexterity damage, and if your natural attack roll was even, the target takes ongoing damage equal to 1d4 times your level.

Miss: Damage equal to your level.

Adventurer Feat
The ongoing damage against large or huge targets increases to 1d6 times your level.

Champion Feat
A natural even miss also deals ongoing damage equal to your level.

Epic Feat
You can now use *bleeding strike* against enemies taking ongoing damage.

Deflection
Momentum power

At-Will (once per round)

Interrupt action; you must spend your momentum

Trigger: A melee attack misses you.

Effect: The attack hits a different enemy you are engaged with instead, but deals only half damage.

Adventurer Feat
The power also triggers on a ranged attack against AC.

Champion Feat
The deflected attack now deals full damage instead of half damage.

Epic Feat
Using *deflection* no longer spends your momentum.

Slick Feint
Melee attack

At-Will

First Target: One enemy engaged with you

Attack: Charisma + Level vs. MD

Hit: The target is dazed until the end of your next turn, and you can make an improved attack against a second target.

Miss (First Target): Your attack action is over; the feint was a screw-up.

Second Target: A different enemy from the first target that is engaged with you

Attack: Dexterity + Level +2 vs. AC

Hit: WEAPON + Dexterity damage.

Miss (Second Target): Damage equal to your level.

Thief's Strike
Note: This is a bonus 3rd-level power for rogues with the Thievery talent. Other rogues can choose it if they like.

Melee attack

At-Will

Target: One enemy

Attack: Dexterity + Level vs. PD

Hit: Half of WEAPON + Dexterity damage (including Sneak Attack damage if any), and roll a normal save. If you succeed, you can pickpocket an item from the target that they are not holding. (If you roll 16+, the target doesn't realize you pickpocketed them.)

Miss: —

5th Level Powers
Harmless Misdirection
Momentum power

At-Will (once per round)

Interrupt action; requires momentum

Trigger: You miss with a melee attack while an ally is engaged with the target.

Effect: You can pop free from the target, and the target can't attack you during its next turn as long as your ally remains engaged with it.

Spiky Bastard
Daily

Quick action

Effect: You go all-out to hurt anyone who tries to get a piece of you. For the rest of the battle, while you're conscious, using at least one bladed weapon, and are not staggered or

stunned, you deal 10 damage to each enemy that makes a melee attack against you and rolls a natural odd attack roll. The damage hits the enemy before their attack damages you.

Champion Feat
Spiky bastard damage now applies when you are staggered, though obviously not while you are unconscious.

Epic Feat
If the escalation die is 3+, the damage increases to 15 instead of 10.

Swift Dodge
Momentum power

At-Will (once per round)

Interrupt action; requires momentum

Trigger: You are hit by an attack against AC.

Effect: The attacker must reroll the attack.

Champion Feat
The power also triggers on an attack against PD.

Epic Feat
The attack reroll takes a –2 penalty.

7th Level Powers

Assassin's Gambit
Melee attack

At-Will

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: Half of WEAPON + Dexterity damage (including Sneak Attack damage if any), and if you drop a non-mook target to 0 hp, you can take another standard action this turn.

Miss: Damage equal to your level.

Epic Feat
Once a turn, you can get the extra standard action when this attack drops a mook target.

Swift Riposte
Momentum power

At-Will (once per round)

Interrupt action; you must spend your momentum

Trigger: An enemy targets you with a melee attack.

Effect: You can make a basic attack against your attacker. If your natural attack roll equals or beats your attacker's roll, resolve your basic attack against that enemy first. If your attack roll is lower, your attack has no effect, regardless of whether it hits or misses.

Special: You can't gain momentum from hitting with swift riposte.

Champion Feat
If your *swift riposte* attack is a critical hit, the enemy's attack misses.

Epic Feat
You gain a +2 attack bonus with *swift riposte* attacks.

9th Level Powers

Death's Twin
Momentum power

At-Will

Standard action on your turn; you must spend your momentum

Effect: You can make two basic attacks at any point during your turn, each against a different target. You only regain momentum if your second attack hits.

Epic Feat
If your attack against your first *death's twin* target is a natural 18+, you can make your second basic attack against that same target.

True Targeting
Momentum power

At-Will

Interrupt action OR free action on your turn; you must spend your momentum

Trigger: An invisible or otherwise hidden enemy attacks you, or you try to attack an invisible or hidden enemy.

Effect: The attacker's invisibility isn't going to work on you. It might work against your allies, but you see through it and can tell where the creature is well enough to target it normally or be aware of its imminent attack.

Epic Feat
If the enemy's attack misses, you regain momentum.

Sorcerer

Ability Scores
Sorcerers gain a +2 class bonus to Charisma or Constitution, as long as it isn't the same ability you increase with your +2 racial bonus.

Backgrounds
Possible backgrounds include: tribal shaman, pirate captain, spell-arena gladiator, failed wizard, sahuagin hunter.

Gear

At 1st level, a sorcerer usually has a simple melee weapon, a few changes of clothing, a wand or staff, and other paraphernalia suggested by their backgrounds.

Gold Pieces

Sorcerers may start with either 25 gp or 1d6 x 10 gp.

Armor

Armor Type	Base AC	Atk Penalty
None	10	—
Light	10	—
Heavy	11	-2
Shield	+1	-2

Melee Weapons

	One-Handed	Two-Handed
Small	1d4 dagger	1d6 staff
Light or Simple	1d6 shortsword	1d8 spear
Heavy or Martial	1d8 (-2 atk) longsword	1d10 (-2 atk) greatsword*

Ranged Weapons

	Thrown	Crossbow	Bow
Small	1d4 dagger	1d4 hand crossbow	—
Light or Simple	1d6 javelin	1d6 (–1 atk) light crossbow*	1d6 (-2 atk) shortbow*
Heavy or Martial	—	1d8 (–3 atk) heavy crossbow*	1d8 (-4 atk) longbow*

* A sorcerer needs one free hand to cast spells. As such, they suffer a penalty for using a two-handed weapon. (The penalty applies to spells also.)

Level Progression

Sorcerer Level	Total Hit Points	Total Feats	1st level spell	3rd level spell	5th level spell	7th level spell	9th level spell	Level-up Ability Bonuses	Damage Bonus From Ability Score
Level 1	(6 + CON mod) x 3	1 adventurer	4	—	—	—	—		ability modifier
Level 2	(6 + CON mod) x 4	2 adventurer	5	—	—	—	—		ability modifier
Level 3	(6 + CON mod) x 5	3 adventurer	3	3	—	—	—		ability modifier
Level 4	(6 + CON mod) x 6	4 adventurer	—	6	—	—	—	+1 to 3 abilities	ability modifier
Level 5	(6 + CON mod) x 8	4 adventurer 1 champion	—	3	4	—	—		2 x ability modifier
Level 6	(6 + CON mod) x 10	4 adventurer 2 champion	—	—	7	—	—		2 x ability modifier
Level 7	(6 + CON mod) x 12	4 adventurer 3 champion	—	—	3	5	—	+1 to 3 abilities	2 x ability modifier
Level 8	(6 + CON mod) x 16	4 adventurer 3 champion 1 epic	—	—	—	8	—		3 x ability modifier
Level 9	(6 + CON mod) x 20	4 adventurer	—	—	—	3	6		3 x ability modifier

		3 champion 2 epic							
Level 10	(6 + CON mod) x 24	4 adventurer 3 champion 3 epic	–	–	–	–	9	+1 to 3 abilities	3 x ability modifier

Note: Although not listed on the table, this class gets three talents. It does not gain more at higher levels.

Stats

Initiative, AC, PD, MD, Hit Points, Recovery Dice, Feats, and some Talents are level dependent.

Ability Bonus	+2 Charisma or Constitution (different from racial bonus)
Initiative	Dex mod + Level
Armor Class (light armor)	10 + middle mod of Con/Dex/Wis + Level
Physical Defense	11 + middle mod of Str/Con/Dex + Level
Mental Defense	10 + middle mod of Int/Wis/Cha + Level
Hit Points	(6 + Con mod) x Level modifier (see level progression chart)
Recoveries	8
Recovery Dice	(1d6 x Level) + Con mod
Backgrounds	8 points, max 5 in any one background
Icon Relationships	3 points
Talents	3
Feats	1 per Level

Basic Attacks

Melee attack
At-Will

Target: One enemy

Attack: Strength + Level vs. AC

Hit: WEAPON + Strength damage

Miss: Damage equal to your level

Ranged attack
At-Will

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: WEAPON + Dexterity damage

Miss: —

Class Features

All sorcerers share three general class features: Access to Wizardry, Dancing Lights, and Gather Power. *Breath weapon*, *chain*, and *random energy* are keywords used in sorcerer spells

Access to Wizardry

Starting at 3rd level, you can take a wizard spell in place of a sorcerer spell. The wizard spell must be two levels lower than the sorcerer spell.

Breath Weapon

Spells with the *breath weapon* keyword have a chance to be re-used during battle. Each *breath weapon* spell lists the chance of re-using it (usually 16+). At the start of each round after you've cast the *breath weapon* spell, make the re-use roll. Success indicates that you may re-use that spell as a standard action, but for that round only. If you fail the re-use roll, you don't have the option to re-use the spell, but you get another chance at the beginning of the next round.

The *breath weapon* power lasts for a single battle only.

You can have only one *breath weapon* spell active at a time. If you cast a different *breath weapon* spell when you have an earlier spell active, the new spell cancels the earlier spell. (See the Chromatic Destroyer Heritage talent for the path to multiple *breath weapon* spells.)

Failing a death save cancels any *breath weapon* spells you have active.

Adventurer Feat

Failing a death save no longer cancels your *breath weapon* spells. Keep rolling the entire battle.

Chain

When you attack with a *chain* spell and get a natural even roll, you can roll another attack against a different enemy within range. Keep on rolling attacks as long as you get even rolls and don't run out of new targets. Each enemy can be targeted only once.

Dancing Lights

All sorcerers can cast the *dancing lights* spell as a standard action. Unlike the wizard's *light* cantrip, the sorcerer's *dancing lights* spell produces a number of varicolored light globes that bloom within 5 to 30 feet of the sorcerer every two to five seconds. The sorcerer has very little control over the exact location or illumination provided by the lights, meaning that they can occasionally be used for dramatic plot purposes.

Gather Power

Once initiative has been rolled and a battle is underway, a sorcerer can spend a standard action to gather magical power, preparing themselves for casting a double-strength spell with their next standard action. Gathering power is loud and very noticeable.

Sorcerers who want to gather power before initiative has been rolled can go through the motions but won't get any benefit from the act.

When a sorcerer gathers power, it does not count as casting a spell; you can gather power without taking opportunity attacks.

In addition, because you spend your standard action to gather power, you generate a small magical benefit. Like many of your powers, this benefit is chaotic rather than perfectly reliable, so you must make a random check to see what benefit you get. Roll a d6 and consult the appropriate table below.

If you get a benefit that deals damage to enemies, you can choose the type of damage (cold, fire, lightning, or thunder).

Chaotic Benefit, Adventurer Tier (levels 1–4)

Roll (d6)	Effect
1-2	You gain a +1 bonus to AC until the start of your next turn.
3-4	Deal damage equal to your level to all nearby staggered enemies.
5-6	Deal damage equal to your level to one nearby enemy.

Chaotic Benefit, Champion Tier (levels 5–7)

Roll (d6)	Effect
1-2	You gain a +1 bonus to AC and Physical Defense until the start of your next turn.
3-4	Deal damage equal to your level + your Charisma modifier to all nearby staggered enemies.
5-6	Deal damage equal to your level + your Charisma modifier to one nearby enemy.

Chaotic Benefit, Epic Tier (levels 8–10)

Roll (d6)	Effect
1-2	You gain a +1 bonus to all defenses until the start of your next turn.
3-4	Deal damage equal to your level + twice your Charisma modifier to all nearby staggered enemies.
5-6	Deal damage equal to your level + twice your Charisma modifier to one nearby enemy.

After you have gathered power, you can use your next standard action to cast an empowered sorcerer spell. Empowered sorcerer spells deal double the damage of a normal sorcerer spell. This means that you double the damage results of the hit or a miss from the single spell. Non-attack spells generally don't improve when cast empowered; use empowered casting for attacks.

If you do not or are not able to use your next standard action to cast a sorcerer attack spell, you lose the power you've gathered. You can use another standard action to gather power again, but the spell you eventually cast will still only do double damage.

You can spend your move actions and quick actions any way you like after you gather power and before casting your next empowered spell. Yes, once a battle has started it's possible to perform the magical firefight trick of gathering power while hiding to the side of the cave entrance, then jumping into the cave opening on your next turn and blasting with the empowered spell.

Breath weapon spells add an extra wrinkle. Of course you can gather power the first time you cast a breath weapon spell in a battle. Later in the fight it's a question of whether you gathered power the turn before a breath weapon spell roll goes your way. You can be all ready with gathered power but roll too low to use the breath weapon spell, forcing you to cast a different spell with the gathered power.

If you've gathered power for a spell that deals ongoing damage, the ongoing damage is doubled the first time it is dealt, but not on subsequent rounds, if any.

Adventurer Feat

Once per battle, you can choose the chaotic benefit you want instead of rolling for it.

Champion Feat

Once per battle when the escalation die is 4+, you can gather power as a quick action.

Epic Feat

When you gather power, if the escalation die is 2+, you can roll two chaotic benefits. Unlike most effects, the benefits stack if you roll the same result twice.

Random Energy

Some sorcerer spells deal damage of a random type. If it matters for the situation, use a d4 to determine which type of damage the spell deals.

Roll (d4)	Energy Type
1	Cold
2	Fire
3	Lightning
4	Thunder

Class Talents

About Heritage Talents

Sorcerers possess innate talent for magic that is impulsive and chaotic where wizardry is measured and studied. Most sorcerers have strong magical links to one of the icons.

Arcane Heritage

Although magic is in the blood of every sorcerer, you have a greater understanding of magic than most sorcerers and even some wizards.

You gain a +2 bonus to a background that involves or suggests magical knowledge or talent, up to your normal maximum background point limit.

You can also use one of your sorcerer spell choices to choose any wizard spell of the same level. You get only one such equal-level wizard spell at a time; all others have to be purchased using the 2-level penalty in the Access to Wizardry class feature described above.

Adventurer Feat

Use your Charisma as the attack ability for the wizard spell you choose with your Arcane Heritage talent.

Champion Feat

You can cast your wizard spells empowered as if they were sorcerer powers. Generally, empowering wizard spells only helps by doubling the damage.

Blood Link

Choose one of your sorcerous heritage talents. You gain 1 relationship point with the icon associated with that heritage; you choose whether the point is positive, conflicted, or negative. This point can add to your normal relationship points but you can't exceed the normal relationship maximums with it. (Remember that positive relationships with villainous icons are limited to 1 point.)

Champion Feat

Gain another relationship point with an icon associated with one of your heritage talents. As above, you must follow the relationship maximums.

Chromatic Destroyer Heritage

You can have multiple *breath weapon* spells active at the same time. You don't gain extra actions, so if you succeed with multiple *breath weapon* spells, you'll generally have to choose which one to use.

Adventurer Feat

You gain a +2 attack bonus with empowered *breath weapon* spells.

Champion Feat

Once per day, turn a failed *breath weapon* re-use roll into a success.

Epic Feat

One battle per day, gain resist dragon attack 16+ (all attacks made by dragons; dragon must roll natural 16+ with the attack or it deals only half damage).

Fey Heritage

One battle per day, when you roll initiative, you can choose to invoke your Fey Heritage and gain the racial power of one the elven races in addition to your own racial power. Roll on the table below. If you roll your own race's power, you gain the half-elf's *surprising* racial power instead.

Roll (d6)	Racial Power
1-2	Cruel (drow)
3-4	Highblood teleport (high elf)
5-6	Elven grace (wood elf)

Adventurer Feat

You can now invoke your Fey Heritage talent in two battles each day.

Champion Feat

You gain a +2 attack bonus against elves and monsters in the elven sphere of influence (including the Drider, Storm Giant, and Medusa).

Epic Feat

Once per battle when the escalation die reaches 6+, as a free action, you can gain an elf racial power that you have not already used in this battle.

Infernal Heritage

Once per day, as a quick action when the escalation die is 1+, you can enter a spell frenzy until the end of the battle.

While in a spell frenzy, you roll 2d20 for each of your sorcerer spell attacks. Use the highest die as your attack roll, but track whether the other die hits.

For each die that misses, you take damage equal to double the level of the target of your attack.

Adventurer Feat
You gain resist energy damage 12+ to fire and to one of the following types of energy of your choice: acid, cold, lightning, psychic, thunder.

Champion Feat
Increase one of your resistances to 16+.

Epic Feat
In addition to your normal use of spell frenzy, you can also enter a spell frenzy as a free action while the escalation die is 5+.

Metallic Protector Heritage
Your rolls to re-use breath weapon spells during a fight gain a +2 bonus.

Adventurer Feat
As a quick action at the start of each battle, you can gain resist energy 12+ to one of the following types of energy of your choice: acid, cold, fire, lightning, or poison.

Champion Feat
When you gather power and your chaotic benefit increases your defenses, you can choose one nearby ally to gain the same defense bonus.

Epic Feat
One battle per day, you can choose to gain resist demon attack 16+ instead of resist energy 12+ from your Metallic Protector Heritage talent.

Sorcerer's Familiar
You have a familiar much like a wizard's familiar, but more changeable. Unlike the wizard, you don't choose two abilities for your familiar. Instead you choose one permanent ability that suits your familiar's nature; the only limitation is that you can't choose *tough* as the permanent ability. Each time you get a full heal-up, randomly determine two *other* abilities your familiar will possess until your next full heal-up.

Adventurer Feat
Your familiar gains another randomly changing ability.

Champion Feat
Once per level, if your familiar is close to you, it can cast one of your spells as a free action on your initiative count, even if you have already expended the spell. The spell functions as if you had cast it.

Epic Feat
Your familiar gains another randomly changing ability.

Spell Fist
Your style of sorcery emphasizes close-range fighting. There are two advantages and one possible drawback to your style.

You gain a +2 bonus to AC.

You can use ranged spells while engaged with enemies without taking opportunity attacks.

You use your Constitution modifier instead of your Charisma modifier to determine the damage you add to all your sorcerer spells.

Adventurer Feat

When you miss with a sorcerer spell against an enemy you are engaged with, add your Charisma modifier to the damage you deal. At 5th level, add double your Charisma modifier; at 8th level, triple it.

Champion Feat

Once per battle, you can include one enemy engaged with you as an additional target of any attack spell you cast that targets other enemies.

Epic Feat

Once per day when you cast an empowered spell, each enemy engaged with you becomes an additional target of that spell if it's not already targeted by the spell.

Undead Remnant Heritage

You have resist negative energy 12+ and gain a +1 attack bonus against undead. You can also include negative energy damage on your personal random energy damage type table, swapping out an energy type you don't want to access randomly.

Adventurer Feat

Decrease your total recoveries by 1; you gain a +2 bonus to death saves.

Champion Feat

Your resist negative energy power improves to 16+, and the attack bonus against undead increases to +2.

Epic Feat

If you put out one of your eyes and cut off one of your hands, you gain a +1 bonus to all attacks.

1st Level Spells

Breath of the White

Close-quarters spell

Daily

Target: 1d2 nearby enemies in a group; breath weapon

Attack: Charisma + Level vs. PD

Hit: 3d6 + Charisma cold damage.

Miss: Half damage.

> 3rd level spell: 5d6 damage.
>
> 5th level spell: 4d10 damage.
>
> 7th level spell: 6d12 damage.
>
> 9th level spell: 10d12 damage.

Breath Weapon: For the rest of the battle, roll a d20 at the start of each of your turns. On a 16+, you can use breath of the white dragon that turn if you wish.

Burning Hands
Close-quarters spell

At-Will

Targets: Up to two nearby enemies in a group

Attack: Charisma + Level vs. PD

Hit: 1d6 + Charisma fire damage.

> 3rd level spell: 1d8 damage.
>
> 5th level spell: 2d8 damage.
>
> 7th level spell: 3d8 damage.
>
> 9th level spell: 5d8 damage.

Adventurer Feat
When you miss with *burning hands*, you deal fire damage to the target equal to each damage die that rolled its maximum possible result.

Champion Feat
When you roll a natural 18+ with a *burning hands* attack roll, you can choose another nearby target for the spell. The new target doesn't have to be part of the original group.

Epic Feat
You can now target each enemy engaged with you with your *burning hands* spell in addition to any other targets.

Chaos Bolt
Ranged spell

At-Will

Special: The first time you use *chaos bolt* each battle, determine a random energy type. The spell deals that type of damage each time you use it that battle.

Target: Either a single nearby enemy or a single far away enemy with a –2 attack penalty

Attack: Charisma + Level vs. PD

Hit: 1d8 + Charisma random energy damage, and if the natural attack roll was even, you gain a chaotic benefit as if you had gathered power.

Miss: Damage equal to your level.

> 3rd level spell: 3d8 damage.
>
> 5th level spell: 5d8 damage.
>
> 7th level spell: 7d8 damage.

9th level spell: 9d8 damage.

Adventurer Feat
You don't take the –2 penalty for attacking a far away enemy with the spell.

Champion Feat
If you are a champion-tier sorcerer, roll any chaotic benefit gained with this spell on the epic chaotic benefits table. If you are an epic-tier sorcerer, choose the epic chaotic benefit you want instead of rolling.

Lightning Fork
Ranged spell

Recharge 16+ after battle

Target: One nearby enemy; chain spell

Attack: Charisma + Level vs. PD

Hit: 3d6 + Charisma lightning damage.

Miss: Half damage.

> 3rd level spell: 7d6 damage.
>
> 5th level spell: 6d10 damage.
>
> 7th level spell: 10d10 damage.
>
> 9th level spell: 2d8 x 10 damage.

Adventurer Feat
Once per battle, you can reroll one of your *lightning fork* attacks rolls.

Champion Feat
If you miss all targets with *lightning fork*, you don't expend it.

Epic Feat
The recharge roll for *lightning fork* is now 11+.

Chain Spell: Each time you make a natural even attack roll, you can attack a different target with the spell.

Resist Energy
Ranged spell

Recharge 16+ after battle

Target: You or one nearby ally

Effect: Until the end of the battle, the target gains resist damage 12+ to the following energy type of your choice: cold, fire, lightning, thunder.

> 3rd level spell: Choose two types of energy the target gains resistance to.
>
> 5th level spell: Resistance is now 16+.

7th level spell: The spell now affects two targets.

9th level spell: Recharge roll is now 11+.

Adventurer Feat
You can target an additional creature with the spell.

Scorching Ray
Ranged spell

At-Will

Target: One nearby enemy

Attack: Charisma + Level vs. PD

Hit: 1d6 + Charisma fire damage, and if the natural attack roll is even, the target also takes 1d8 ongoing fire damage.

Miss: Damage equal to your level.

3rd level spell: 3d6 damage; 2d4 ongoing.

5th level spell: 4d6 damage; 2d6 ongoing.

7th level spell: 6d6 damage; 3d6 ongoing.

9th level spell: 10d6 damage; 5d6 ongoing.

Adventurer Feat
You can now use the spell against a far away target, but with a –2 attack penalty.

Champion Feat
Each time you cast the spell, you can have the attack deal random energy damage instead of fire damage. Replace the fire entry on the random energy table with your choice of negative energy or acid.

Epic Feat
You don't take the –2 penalty for attacking a far away enemy with the spell.

3rd Level Spells
Breath of the Green
Close-quarters spell

Daily

Target: 1d4 nearby enemies in a group; breath weapon

Attack: Charisma + Level vs. PD

Hit: 15 + Charisma ongoing poison damage.

Miss: 5 ongoing poison damage.

5th level spell: 25 + Charisma ongoing poison damage; 10 ongoing on a miss.

7th level spell: 35 + Charisma ongoing poison damage; 15 ongoing on a miss.

9th level spell: 50 + Charisma ongoing poison damage; 25 ongoing on a miss.

Breath Weapon: For the rest of the battle, roll a d20 at the start of each of your turns; on a 16+, you can use *breath of the green* that turn if you wish.

Chaos Pulse
Ranged spell

At-Will

Target: One random nearby enemy

Attack: Charisma + Level vs. PD

Hit: 3d10 + Charisma random energy damage.

Even Miss: Half damage.

Odd Miss: Damage equal to your level.

5th level spell: 5d10 damage.

7th level spell: 7d10 damage.

9th level spell: 9d10 damage.

Dragon's Leap
Ranged spell

Daily

Quick action to cast

Target: You; breath weapon

Effect: You can fly at the rate you normally move until the end of your turn. (So if you don't land or find someplace to hang from, you'll fall.)

5th level spell: You can now fly until the end of your next turn.

7th level spell: You can now fly twice as fast as you normally move on the ground. You also gain a +5 bonus to disengage checks.

9th level spell: The spell is now recharge 16+ after battle instead of daily.

Breath Weapon: For the rest of the battle, roll a d20 at the start of each of your turns; on a 16+, you can use *dragon's leap* this turn if you wish. (Yeah, we know it's not actually a breath weapon, but it works as part of the draconic sorcerer package.)

Echoing Thunder
Ranged spell

At-Will

Target: One nearby enemy

Attack: Charisma + Level vs. PD

Hit: 3d6 + Charisma thunder damage, and the first enemy that hits you with a melee attack before the start of your next turn takes 2d6 thunder damage. (An empowered spell does not double this aftershock damage.)

Miss: Damage equal to your level.

> 5th level spell: 5d6 damage; 2d6 aftershock damage.
>
> 7th level spell: 7d6 damage; 3d6 aftershock damage.
>
> 9th level spell: 9d6 damage; 4d6 aftershock damage.

Champion Feat
The spell's aftershock damage is now also doubled when echoing thunder is empowered.

5th Level Spells

Breath of the Black
Close-quarters spell

Daily

Target: One nearby enemy; breath weapon

Attack: Charisma + Level vs. MD

Hit: 10d6 + Charisma acid damage, and 20 ongoing acid damage.

Miss: 10 ongoing acid damage.

> 7th level spell: 10d10 damage, and 40 ongoing damage; 20 ongoing on a miss.
>
> 9th level spell: 2d6 x 10 damage, and 60 ongoing damage; 30 ongoing on a miss.

Epic Feat
Double the spell's ongoing damage on a miss.

Breath Weapon: For the rest of the battle, roll a d20 at the start of each of your turns; on a 16+, you can use *breath of the black* that turn if you wish.

The Elven Shadows
Ranged spell

Daily

Special: Once you cast this spell in a battle, you can cast it at-will for the rest of that battle.

Target: One nearby enemy

Attack: Charisma + Level vs. MD

Hit: 8d6 + Charisma psychic damage, and if the natural attack roll is even, you can teleport to a nearby location you can see.

Miss: Damage equal to your level.

7th level spell: 9d10 damage.

9th level spell: 10d12 damage.

Epic Feat

Once per battle, the teleport from a hit with *the elven shadows* can be to a far away location you can see.

Three Dooms
Ranged spell

Recharge 16+ after battle

Target: One nearby enemy; chain spell

Attack: Charisma + Level vs. PD

Hit: 2d4 x 10 random energy damage, and you take damage of the same type equal to the unmodified dice roll (2d4, 2d8, or 2d12). (Note that there's no Charisma bonus to damage.)

Miss: Half damage, and you still take random energy damage equal to the unmodified dice roll.

7th level spell: 2d8 x 10 damage.

9th level spell: 2d12 x 10 damage.

Chain Spell: Each time you make a natural even attack roll, you can attack a different target with the spell.

Unearthly Glamour
Ranged spell

Daily

Effect: You gain a +5 bonus to all Charisma skill checks for the next five minutes. If you fail a Charisma skill check during this time, however, anyone you were attempting to convince or influence with the check is freaked out or disgusted by the supernatural glamour attached to you and has extremely negative reactions to you.

7th level spell: The effect lasts for 1 hour.

9th level spell: The effect lasts for 2 hours.

7th Level Spells

Breath of the Blue
Close-quarters spell

Daily

Target: One nearby enemy; breath spell

Attack: Charisma + Level vs. PD

Hit: 10d12 + Charisma lightning damage, and at the start of the target's next turn, 1d6 of its nearby allies take 20 lightning damage.

Miss: Half damage, and no damage to target's allies.

> 9th level spell: 2d10 x 10 damage; 25 lightning damage to nearby allies.

Epic Feat

You can now target a far away enemy with the spell (no attack penalty).

*Breath Spell***:** For the rest of the battle, roll a d20 at the start of each of your turns; on a 16+, you can use *breath of the blue* this turn if you wish.

Stolen Faces
Ranged spell

Daily

Free action to cast, before initiative is rolled

Targets: 1d4 + 1 nearby allies

Effect: You steal the once-per-battle racial powers of your allies this battle, but you don't get the advantage of your allies' feats or items that improve those powers.

Each ally you steal a racial power from can roll an easy save (6+). Success means they get to use their power also this battle. Failure means they can't; you took it fully.

You can't steal racial powers you already possess.

> 9th level spell: You get to use your allies' powers as if you also had any of their feats that improve those powers.

Touch of Evil
Close-quarters spell

Daily

Quick action to cast

Special: If you are fighting one or more demons, roll an easy save (6+) at the start of each of your turns. Failure means that you are confused that turn.

Target: You

Effect: You gain a random demon-style power for the rest of the battle, similar to the abilities demons possess but not identical.

Roll a d8 to see which power you gain:

Roll (d8)	Power	Description
1	Resist energy 16+	When an attack that deals energy damage targets you, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.

2	Infernal battery	Until the end of the battle, you can use a quick action once each round to make recharge rolls for your expended recharge spells. Each time you do so, you take damage equal to half the natural result of your recharge roll.
3	Backlash	The first time you are staggered this battle, the enemy who staggered you becomes confused (save ends).
4	Spell frenzy	You enter a spell frenzy (see Infernal Heritage talent). If you were already in a spell frenzy, you now roll 3d20 for each attack and take damage equal to triple the target's level for each roll that misses.
5	Fear aura	Enemies engaged with you that have fewer hit points than double your current hit points are dazed. They cannot use the escalation die.
6	Teleport 1d3 + 1 times this battle	As a move action, you can teleport anywhere you can see nearby.
7	Demonic speed	You can take an extra standard action each turn that the escalation die is even. You lose 2d10 hit points each time you use the extra action.
8	Eye of the demon	Choose any two features you want. For the rest of this day, all your icon relationships disappear and are replaced by an identical number of conflicted points with a villainous icon (preferably one that is demonic).

9th Level Spells

Breath of the Void
Close-quarters spell

Daily

Target: One nearby enemy; breath spell

Attack: Charisma + Level vs. MD

Hit: 2d12 x 10 + Charisma negative energy damage, and the target moves down 2d6 points in initiative order, to a minimum of 1.

Miss: Half damage.

Breath Spell: For the rest of the battle, roll a d20 at the start of each of your turns; on a 16+, you can use *breath of the void* this turn if you wish.

Calling the Blood
Close-quarters spell

Daily

Effect: Randomly select an icon (preferably a sorcerous one). You gain some surprising or bizarre magical effect associated with the power of that icon to assist you. The effect is entirely up to the GM, though the immediate impact of the spell should always be favorable for you. The long-term consequences of randomly invoking the power of an icon that may be an enemy might not be favorable for you, and should be played for narrative interest by the GM, particularly if the impact of the spell was huge for you. Since this is a daily spell,

sizeable impact is fine, but don't award any extra effect for empowered casting, especially since the spell can be cast effectively out of combat.

Epic Feat
Randomly choose twice, then choose the single result you prefer.

Silver Flame
Close-quarters spell

Daily

Quick action to cast

Effect: Roll your relationship dice that you have with a sorcerous heroic icon.

For each 6 you roll, you gain one 7th level or lower spell from any spellcasting class that you can cast this battle. For each 5 you roll, you gain one 5th level or lower spell from any spellcasting class that you can cast this battle.

If the escalation die is 5+, you can swap the escalation die for one or your rolls. If you get no successes, you regain the spell after this battle.

You can acquire one of the new spells the same round you cast this spell. Then select and acquire any other gained spells at the start of your next turn.

You can use your Charisma as the ability score that provides the acquired spells' attack bonuses and damage bonuses (if any). Other ability score references remain unchanged.

As you might expect, each 5 you roll also invokes an icon-related complication or obligation in the tradition of rolling 5s on relationship checks.

Wizard

Ability Scores
Wizards gain a +2 class bonus to Intelligence or Wisdom, as long as it isn't the same ability you increase with your +2 racial bonus.

Backgrounds
Possible backgrounds include: magical prodigy, spell thief, hedge wizard, transformed familiar, ship's wizard, royal poisoner.

Gear
At 1st level, a wizard usually has a dagger, a robe or two, a wand, ritual components in pouches, and other minor accouterments suggested by their backgrounds.

Gold Pieces
Wizards may start with either 25 gp or 1d6 x 10 gp.

Armor

Armor Type	Base AC	Atk Penalty
None	*10*	—
Light	10	—
Heavy	11	-2

Shield	+1	-2

Melee Weapons

	One-Handed	Two-Handed
Small	1d4 dagger	1d6 staff
Light or Simple	1d6 (-2 atk) shortsword	1d8 (-2 atk) spear*
Heavy or Martial	1d8 (-5 atk) longsword	1d10 (-5 atk) greatsword*

Ranged Weapons

	Thrown	Crossbow	Bow
Small	1d4 dagger	1d4 hand crossbow	—
Light or Simple	1d6 (-2) javelin	1d6 (–1 atk) light crossbow*	1d6 (-2 atk) shortbow*
Heavy or Martial	—	1d8 (–4 atk) heavy crossbow*	1d8 (-5 atk) longbow*

* A wizard needs one free hand on a spellcasting implement to cast spells. As such, they suffer a penalty for using a two-handed weapon. (The penalty applies to spells also.)

Level Progression

Wizard Level	Total Hit Points	Total Feats	1st level spell	3rd level spell	5th level spell	7th level spell	9th level spell	Level-up Ability Bonuses
Level 1	(6 + CON mod) x 3	1 adventurer	5	—	—	—	—	
Level 2	(6 + CON mod) x 4	2 adventurer	6	—	—	—	—	
Level 3	(6 + CON mod) x 5	3 adventurer	3	4	—	—	—	
Level 4	(6 + CON mod) x 6	4 adventurer	2	6	—	—	—	+1 to 3 abilities
Level 5	(6 + CON mod) x 8	4 adventurer 1 champion	1	4	4	—	—	
Level 6	(6 + CON mod) x 10	4 adventurer 2 champion	—	2	8	—	—	
Level 7	(6 + CON mod) x 12	4 adventurer 3 champion	—	1	4	5	—	+1 to 3 abilities
Level 8	(6 + CON mod) x 16	4 adventurer 3 champion 1 epic	—	—	3	8	—	
Level 9	(6 + CON mod) x 20	4 adventurer 3 champion 2 epic	—	—	1	5	6	
Level 10	(6 + CON mod) x 24	4 adventurer 3 champion 3 epic	—	—	—	3	9	+1 to 3 abilities

Note: Although not listed on the table, this class gets three talents. It does not gain more at higher levels.

Stats

Initiative, AC, PD, MD, Hit Points, Recovery Dice, Feats, and some Talents are level dependent.

Ability Bonus	+2 Intelligence or Wisdom (different from racial bonus)

Initiative	Dex mod + Level
Armor Class (light armor)	10 + middle mod of Con/Dex/Wis + Level
Physical Defense	10 + middle mod of Str/Con/Dex + Level
Mental Defense	12 + middle mod of Int/Wis/Cha + Level
Hit Points	(6 + Con mod) x Level modifier (see level progression chart)
Recoveries	8
Recovery Dice	(1d6 x Level) + Con mod
Backgrounds	8 points, max 5 in any one background
Icon Relationships	3 points
Talents	3
Feats	1 per Level

Basic Attacks

Melee attack
At-Will

Target: One enemy

Attack: Strength + Level vs. AC

Hit: WEAPON + Strength damage

Miss: —

Ranged attack
At-Will

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: WEAPON + Dexterity damage

Miss: —

Class Features

Wizards have four class features: Cantrips, Cyclic Spells, Overworld Advantage, and Ritual Magic.

Cantrips

Every wizard can cast a handful of cantrips each day. You don't have to memorize or choose them beforehand, you just cast them on the fly.

Wizards can cast a number of cantrips equal to their Intelligence modifier each battle. Each cantrip takes a standard action to cast as a ranged spell. Outside of battle, a wizard can cast about three to six cantrips every five minutes. The Cantrip Mastery talent speeds up cantrip casting.

At the adventurer tier (levels 1–4), cantrips with a standard duration last 10–60 minutes, plus 10 minutes per wizard level. The GM rolls and the wizard becomes aware that their cantrip is about to end a couple minutes before it's done.

At the champion tier, levels 5–7, most cantrips last 1–6 hours.

At the epic tier, levels 8–10, cantrips last between 2–12 hours.

For a list of available cantrips, see Cantrips.

Cyclic Spells
Spells that have a cyclic usage can always be cast at least once per battle, and are only expended in that battle if they are cast when the escalation die is 0 or odd. In other words, if you cast a cyclic spell like color spray or rebuke when the escalation die is even, the spell is not expended and can still be cast later in the battle.

Overworld Advantage
Wizardly magic taps into the power of the overworld. While a wizard is in the overworld, their daily spells become recharge 16+ after battle.

Ritual Magic
Wizards can cast their spells as rituals.

Champion Feat
You can cast full rituals by using all your actions each round to focus on the ritual for 1d3 + 1 rounds. As with standard rituals, your fast rituals are not meant to replace combat spells; they're a means of acquiring and improvising wondrous magical effects rather than a means of inflicting damage and conditions.

Class Talents
Choose three of the following class talents.

Abjuration
Whenever you cast a daily wizard spell, you gain a +4 AC bonus until the end of your next turn.

Adventurer Feat
The bonus also applies to your Physical Defense.

Champion Feat
You gain 2d12 temporary hit points each time you cast a daily spell.

Epic Feat
The bonus also applies to Mental Defense.

Cantrip Mastery
Cantrips are at-will spells for you.

Unlike normal wizards, who use a standard action to cast a cantrip, you can cast a cantrip as a quick action.

To do something particularly cunning or surprising with one of your cantrips where the GM isn't sure whether you could pull off that use of the spell, roll a normal save (11+) to cast the spell the way you envision it.

Additionally, you can expend a 3rd level spell slot or higher to choose one cantrip per spell slot you have given up and create a once-per-day related effect with it that is much greater, if you and your GM can agree on a cool effect that suits the cantrip.

Adventurer Feat

You can use cantrip-style versions of any wizard spell you have memorized. When you expend a spell, however, you can't make cantrip-style use of it any more. The key is that none of these uses should be combat relevant or deal damage.

The Cantrip Mastery talent is more about enhance the roleplaying and less about combat usefulness.

Evocation

Once per battle, when you cast a spell that targets Physical Defense, before rolling for the number of targets or making the spell's attack roll, you can expend your quick action to evoke the spell. Hit or miss, you'll max out the spell's damage dice (except on a natural one, which deals no damage to the target and likely damages the caster in some manner).

Champion Feat

Whenever you evoke a spell, you can reroll one of the attack rolls if that natural roll was less than or equal to the escalation die. You must take the new result.

High Arcana

Your study of the highest orders of magic gives you options that lesser wizards cannot match: Memorization and a bonus spell: counter-magic

Memorization

When you pick your spells, you can choose any daily wizard spell twice (instead of once). This doesn't apply to spells that start as recharge spells. For example, at 7th level when you have five 7th level spells and four 5th level spells, you could choose fireball twice as a 7th level spell, or once as a 7th level spell and once as a 5th level spell. (Your 3rd level spell slot can't be used for fireball because fireball starts as a 5th level spell.)

Counter-magic
Close-quarters spell

Once per battle

Free action to cast

Trigger: A nearby creature you can see casts a spell.

Target: The nearby creature casting a spell.

Attack: Intelligence + Level vs. MD

Hit: The target's spell is canceled, and the caster loses the action they were using for the spell. If the spell had a limited use, that use is expended if your natural attack roll is even.

Champion Feat

You can now cast *counter-magic* twice per battle.

Epic Feat

You can now cast *counter-magic* in reaction to a creature using any magical ability, not just casting a spell.

Polysyllabic Verbalizations

Rename each of your daily and recharge spells. Think up the most over-the-top and extravagant names you can muster. Since these alternate spells are so lengthy, they take an additional quick action to cast. While the regular effects of the spells are the same as the more common versions, they have a small bonus effect appropriate to the situation.

The bonus effect is determined by the GM, or by a collaboration between the GM and the player. It should add to the storytelling power of the situation.

The bonus effect should suit the name of the spell or the way it's delivered, and shouldn't precisely match up with what the spell normally accomplishes.

Wizard's Familiar

Your familiar is a tiny or small animal or creature that aids your magic and provides companionship. It also provides opportunities for improvisation between you and the GM.

Your familiar is as intelligent as a normal person. It can communicate with you and will stay close you unless you've chosen abilities that let it roam. Your familiar is on your side but it's not perfectly in your control.

If your familiar dies, it can come back to you the next time you get a full heal-up. (The method or story used is between you and the GM.) Alternatively, you can get a new familiar.

Familiars are useless in combat, except as indicated by their abilities. Ordinarily they aren't damaged by enemy attacks and spells unless the story calls for it.

Familiar Abilities

Choose two of the following abilities for your familiar.

Agile

You gain a +2 bonus to Dexterity skill checks.

Alert, Maybe Even Insightful

You gain a +2 bonus to Wisdom skill checks.

Counter-bite

Each battle, if your familiar is close to you, it bites the first enemy that hits you with a melee attack after that attack, dealing 1d4 damage per level (no attack roll) to that enemy.

Flight

Your familiar flies as well as a hawk. It doesn't fly that often and usually sticks with you, but it can do so when its other abilities allow.

Mimic

One battle per day, you gain the use of the racial power (without feats) of one nearby ally.

Poisonous

Once per battle, when you hit an enemy engaged with you, you can add 5 ongoing poison damage per tier to the damage roll.

Scout

Once per day, your familiar can separate itself from you and make a reconnaissance run of an area or location. Roll an easy skill check for the environment to get your familiar to scout unseen.

Tough

You gain a +1 save bonus. Tough counts as two familiar abilities.

Talkative

Your familiar can talk like a person (but the GM speaks for the familiar more than you do).

Feat Tiers

Adventurer Feat

Your familiar gains another ability.

Champion Feat

Once per level, if your familiar is close to you, it can cast one of your spells as a free action on your initiative count, even if you have already expended the spell. The spell functions as if you had cast it.

Epic Feat

Your familiar gains another ability.

Cantrips

Alarm (standard duration)

The cantrip creates a minor watch-sprite that can be instructed to scream if someone comes through an area or touches an object. Watch-sprites are notoriously stupid and sleepy, but with the right talking-to they might stay focused for the duration of the spell. At higher levels, the spell might summon little fanged spirits buzzing back and forth serving as both visual and actual deterrents.

Arcane Mark (standard duration)

The cantrip creates a magical sigil on an object or person. These sigils are usually plain to see, though a deliberately invisible mark can be made. It takes a difficult perception or magic check to notice.

Ghost Sound

This spell creates false noises emanating from somewhere nearby. The effect is like an exceptionally good version of throwing your voice, if your voice could create a wide variety of sounds. Attempted distractions with the cantrip are DC 15 challenges in adventurer environments, higher as you move into champion and epic environments. If someone is using ghost sound against the PCs, a Wisdom-based skill check can identify the sound as a magical fake.

Knock

This cantrip summons a magical servitor three to four times as big as your closed fist that swarms around the door and attempts to punch or push it open (depending on whether you want to be quiet or announce your presence). Success is determined with an Intelligence check against the environment's DC using an appropriate magical background. This cantrip does nothing to avoid any traps that might exist.

Light (standard duration)

This cantrip creates a fairly wide and consistent field of light, up to 30 feet in diameter, though it isn't bright enough to dazzle.

Mage Hand

This cantrip creates a small telekinetic effect that lasts a round at most. At best it's about half as strong as the wizard's own strongest hand. At worst it's half as strong as the wizard when they're weak from a bad fever.

Mending

This cantrip summons a variety of tiny (hand-sized and smaller) magical sprites who swarm over a chosen broken object attempting to mend it (over the course of 1–6 rounds). Small-scale repairs like torn wineskins, muddy clothing, a broken handgrip on a sword, and similar repairs that anyone could fix with two to four hours of devoted work gets handled in seconds. More elaborate repairs to complicated objects might require an Intelligence check, or at the GM's discretion could only be possible if the wizard has taken the Cantrip Mastery talent.

Prestidigitation

This cantrip produces magic tricks and small illusions. One casting usually gives you a minute of fun. The magic has nowhere near as much real world force as mage hand.

Spark

This is a minor fire creation spell, enough to light a pipe, or a campfire, or even a page or two of an unprotected spellbook. It doesn't work against living beings or against things that couldn't easily be set on fire with a few seconds of steady application of a candle. The target of the spark has to be nearby and in sight.

Utility Spell

When you choose spells during a full heal-up, instead of taking a standard spell, you can choose to give up a spell slot to memorize the *utility spell* at the same level. When you take the *utility spell*, you gain access to a range of useful non-combat spells of the level you memorized it or below. You cast each *utility spell* at the level of the spell slot you gave up for it. You can give up multiple spell slots to take *utility spell* multiple times.

Choose from among the following utility spells:

Spell Level	Spell
1st level	*disguise self*
1st level	*feather fall*
1st level	*hold portal*
3rd level	*levitate*
3rd level	*message*
3rd level	*speak with item*
5th level	*water breathing*
7th level	*scrying*

Feat Tiers

Adventurer Feat

Each *utility spell* you take lets you cast two spells from the available options instead of one.

Champion Feat

As above, but you can cast three *utility spells* instead of one.

1st Level Utility: Disguise Self

Close-quarters spell

Daily

Effect: This spell provides you with an effective magical disguise that lasts about ten minutes, making the skill check to avoid unmasking one step easier: easy if it would have been a normal task, normal if it would have been a hard task, and hard if it would have been a ridiculously hard task. The spell only affects your general appearance, not your size. It can be used to hide your features behind the generic features of another person or race. Using it to impersonate a specific creature makes it less effective as a disguise (-2 to -5 penalty).

> 3rd level spell: The spell lasts for 1 hour.

> 5th level spell: The spell also provides smell; +2 bonus to any checks.

> 7th level spell: The spell also handles correct-sounding vocal patterns and rough mannerisms; +4 bonus to any checks.

> 9th level spell: You can now target an ally with the spell; you can also now use it on up to two creatures at once.

1st Level Utility: Feather Fall

Close-quarters spell

Daily

Free action to cast

Effect: When you cast this spell, it arrests your fall, letting you glide down the ground over a round or two.

> 3rd level spell: You can now target a nearby ally with the spell.

> 5th level spell: You can now target up to two nearby creatures with the spell.

> 7th level spell: You can now target up to five nearby creatures with the spell.

> 9th level spell: You gain some control over where a target falls, like a quickly gliding feather.

1st Level Utility: Hold Portal

Ranged spell

Daily

Effect: You cast this spell on a door. For ten minutes, adventurer-tier creatures can't get through the door. Champion-tier creatures can batter it down; each attempt requires a DC 20 Intelligence skill check (including an applicable background) by the caster to resist the battering and keep the spell going. Epic-tier creatures can walk right through.

3rd level spell: The spell now lasts for an hour. Adventurer-tier creatures are stymied. Champion-tier creatures can batter the door down or destroy it after three failed DC 20 skill checks by the spellcaster. Epic creatures notice that the now-busted door had magic on it.

5th level spell: Champion-tier creatures take a few minutes to force the door open. Epic creatures can force it open after one failed DC 25 skill check by the spellcaster.

7th level spell: Champion-tier creatures are stymied for up to an hour by the door. Epic tier creatures get through after three failed DC 25 skill checks by the spellcaster.

9th level spell: Champion-tier creatures can't enter. Epic-tier creatures can't get through for an hour.

3rd Level Utility: Levitate

Ranged spell

Daily

Effect: Until the end of the battle, you can use a move action to rise straight up into the air or descend straight down. The spell itself won't move you horizontally. The up-or-down movement is about half as fast as your normal movement. While levitating, you take a –2 penalty to your attacks and are vulnerable to attacks against you.

5th level spell: You can now cast the spell on a nearby willing ally instead of yourself.

7th level spell: You can now cast the spell as a quick action, and the spell can now affect two targets.

9th level spell: The spell can now affect five targets.

3rd Level Utility: Message

Close-quarters spell

Daily

Quick action to cast

Effect: You send a one to two sentence message to another person you know and have touched in the last week. Sending a message to a person you can see is always easy. Sending a message to a person you can't see requires a skill check using Intelligence against the highest-tier environment that you or the sender are occupying.

The maximum distance you can send a message depends on the spell's level.

3rd level spell: Across half a city, at most.

5th level spell: Across the entire city and a bit into the countryside.

7th level spell: Between cities near to each other.

9th level spell: From any city to any other city, or across a sea.

3rd Level Utility: Speak with Item

Close-quarters spell

Daily

Quick action to cast

Effect: Speak briefly, mind-to-mind, with a magic item you are touching that is owned by you or one of your allies. The item's owner gets a free power recharge roll if that item's power has been expended.

> 5th level spell: You no longer need to be touching the item; it only has to be nearby.

> 7th level spell: The item's owner gains a +2 bonus to the item recharge roll.

> 9th level spell: If the item recharge roll fails, you keep this spell, but the item won't talk to you until after your next full heal-up.

5th Level Utility: Water Breathing
Close-quarters spell

Daily

Quick action to cast

Effect: You can breathe underwater for the rest of the battle (or about five minutes). You become aware a couple of rounds ahead of when the magic of the spell is about to end.

> 7th level spell: You and 1d4 + 2 nearby allies can breathe underwater this battle.

> 9th level spell: The spell affects you and 1d6 + 2 nearby allies for 4d6 hours.

7th Level Utility: Scrying
Ranged spell

Daily

Effect: You can use this spell to get information you shouldn't be able to get, peering in on other people's lives for a short period of time, usually no more than ten minutes at a time. Some areas may be warded at the GM's discretion. You must have touched the person you wish to spy on in the last month, or, at 9th level, within the last a year.

Scrying as a single standard action won't yield much. Concentrating on the spell for a while with props like a scrying pool or a crystal ball will work better.

1st Level Spells
Acid Arrow
Ranged spell

Daily

Target: One nearby or far away creature

Attack: Intelligence + Level vs. PD

Hit: 4d10 acid damage, and 5 ongoing acid damage.

Miss: 5 ongoing acid damage, and you regain the spell during your next quick rest.

3rd level spell: 5d10 damage, and 10 ongoing damage; 10 ongoing on a miss.

5th level spell: 8d10 damage, and 15 ongoing damage; 15 ongoing on a miss.

7th level spell: 3d4 x 10 damage, and 25 ongoing damage; 25 ongoing on a miss.

9th level spell: 5d4 x 10 damage, and 40 ongoing damage; 40 ongoing on a miss.

Blur
Ranged spell

Daily

Target: You or one nearby ally

Effect: For the rest of the battle (or for five minutes), attacks against the target miss 20% of the time.

3rd level spell: The spell is now a quick action to cast.

5th level spell: Miss 25% of the time.

7th level spell: Miss 30% of the time, and you can now target 1d2 creatures with the spell.

9th level spell: Miss 30% of the time, and you can now target two creatures with the spell.

Charm Person
Ranged spell

Daily

Target: One nearby creature with 40 hp or fewer

Special: This spell cannot be cast during combat or on a target that has rolled initiative to fight.

Attack: Intelligence + Level vs. MD

Hit: The target believes you are their friend until you or your allies take hostile action against them. (Attacking their normal allies is okay.) If you or your allies attack the target or order the target to attack its normal allies, the target can roll a normal save to break the charm effect during its turn each round.

Special: On a miss, the spell is not detectible by most others unless you miss by 4+ or roll a natural 1, in which case the target and its allies knows what you tried to do and will usually be angry about it.

3rd level spell: Target with 64 hp or fewer.

5th level spell: Target with 96 hp or fewer.

7th level spell: Target with 160 hp or fewer.

9th level spell: Target with 266 hp or fewer.

Color Spray
Close-quarters spell

Cyclic (cast once per battle OR at-will when the escalation die is even)

Target: 1d4 nearby enemies in a group

Attack: Intelligence + Level vs. MD

Hit: 2d8 psychic damage, and if the target has 10 hp or fewer after the damage, it is weakened until the end of your next turn.

> 3rd level spell: 4d6 damage, 20 hp or fewer.
>
> 5th level spell: 6d8 damage, 30 hp or fewer.
>
> 7th level spell: 10d6 damage, 40 hp or fewer.
>
> 9th level spell: 10d12 damage, 60 hp or fewer.

Adventurer Feat
Increase the hit point threshold of the weakened effect by 5 hp.

Champion Feat
On a miss, the spell deals damage equal to your level.

Epic Feat
The spell now targets 1d4 + 1 nearby enemies in a group.

Magic Missile
Ranged spell

At-Will

Target: One nearby or far away enemy.

Attack: Automatic hit

Effect: 2d4 force damage.

> 3rd level spell: 2d8 damage.
>
> 5th level spell: 4d6 damage.
>
> 7th level spell: 6d6 damage.
>
> 9th level spell: 10d6 damage.

Adventurer Feat
You can choose two targets; roll half the damage dice for one missile and half the damage dice for the other, then assign one set of damage dice to each of the two targets.

Champion Feat
Roll a d20 when you use the spell; if you roll a natural 20, the magic missile crits and deals double damage. (Rolling a 1 is not a fumble; this roll checks only to see if you can crit.)

Epic Feat

The 7th and 9th level versions of the spell now use d8s as damage dice.

Ray of Frost
Ranged spell

At-Will

Target: One nearby enemy

Attack: Intelligence + Level vs. PD

Hit: 3d6 cold damage

Miss: Damage equal to your level.

>3rd level spell: 4d8 damage.
>
>5th level spell: 6d8 damage.
>
>7th level spell: 7d10 damage.
>
>9th level spell: 10d12 damage.

Adventurer Feat

When your *ray of frost* attack roll is a natural even hit, if the target is staggered after taking the damage, it is also dazed until the end of your next turn.

Champion Feat

The target of the spell can also be far away.

Epic Feat

When you cast the spell you can change the damage type to lightning or negative energy.

Shield
Close-quarters spell

Recharge 11+ after battle

Free action to cast, when an attack hits your AC.

Effect: The attacker must reroll the attack. You must accept the new result.

>3rd level spell: You gain a +2 AC bonus against the rerolled attack.
>
>5th level spell: You can also use the spell against attacks that target your Physical Defense; replace references to AC with PD.
>
>7th level spell: The bonus to AC/PD on the rerolled attack increases to +4.
>
>9th level spell: The bonus to AC/PD on the rerolled attack increases to +6.

Adventurer Feat

You can now choose either of the attack rolls, in case the second one crits or is otherwise bad for you.

Champion Feat
Recharge roll after battle is now 6+.

Epic Feat
Hit or miss, you take only half damage from any attack you use shield against.

Shocking Grasp
Close-quarters spell

At-Will

Target: One creature engaged with you

Attack: Intelligence + Level vs. PD

Hit: 1d4 lightning damage, and the target pops free from you.

Miss: You take damage equal to the target's level from botched feedback.

> 3rd level spell: 1d6 damage.
>
> 5th level spell: 2d6 damage.
>
> 7th level spell: 3d6 damage.
>
> 9th level spell: 4d6 damage.

Adventurer Feat
The spell now requires only a quick action to cast (once per round).

Champion Feat
Once per battle, when you hit the target of the spell, you can also daze it until the end of your next turn.

Epic Feat
The damage dice of the spell increase to d8s.

3rd Level Spells
Confusion
Ranged spell

Daily

Target: One nearby enemy with 100 hp or fewer

Attack: Intelligence + Level vs. MD

Hit: The target is confused (save ends).

Miss: If you miss all targets, you regain this spell during your next quick rest.

> 5th level spell: Target with 160 hp or fewer, and the target can be far away.
>
> 7th level spell: Target with 250 hp or fewer, or two targets each with 125 hp or fewer.
>
> 9th level spell: Target with 500 hp or fewer, or two targets each with 250 hp or fewer.

On a miss against all targets with this spell, you can choose to daze those targets (save ends). If you do, you do not regain the spell.

Each failed save against the spell deals 6d10 psychic damage to the target.

The save against confused is now a difficult save (16+).

Crescendo
Close-quarters spell

At-Will

Target: One or more enemies engaged with you (but see below)

Special: You can choose more than one target for this spell, but you take a –2 penalty when attacking two targets, a –3 penalty for three targets, and so on.

Attack: Intelligence + Level vs. PD

Hit: 4d6 thunder damage, and the target pops free from you.

Miss: Damage equal to your level.

> 5th level spell: 4d12 damage.
>
> 7th level spell: 7d10 damage.
>
> 9th level spell: 10d12 damage.

Force Salvo
Ranged spell

Daily

Targets: One or more nearby or far away enemies (see below)

Special: The spell creates a number of force bolts equal to 1 + your Intelligence modifier. You must target a different creature with each bolt; any extras can't be used.

Attack: Intelligence + Level vs. PD

Hit: 4d10 force damage.

> 5th level spell: 7d10 damage.
>
> 7th level spell: 10d12 damage.
>
> 9th level spell: 3d6 x 10 damage.

You can now target a specific creature with more than one bolt. Once you hit that target, you must target a different creature, and so on. (Roll your attack after each bolt before picking a target for the next bolt.)

Champion Feat
On a miss, a bolt now deals miss damage equal to your level.

Epic Feat
Increase the number of bolts by 1.

Hold Monster
Ranged spell

Daily

Target: One nearby enemy with 60 hp or fewer

Attack: Intelligence + Level vs. MD

Hit: The target cannot move or use move actions (hard save ends, 16+).

Miss: The target is dazed until the end of your next turn.

> 5th level spell: Target with 100 hp or fewer.
>
> 7th level spell: Target with 160 hp or fewer.
>
> 9th level spell: Target with 250 hp or fewer.

Adventurer Feat
If the spell misses all targets, you regain the spell during your next quick rest.

Champion Feat
The spell can target up to 2 nearby enemies whose total hit points don't exceed the limit.

Epic Feat
Increase the limit by +50 hp.

Lightning Bolt
Close-quarters spell

Daily

Targets: 1d3 + 1 nearby enemies in a group or in a (rough) line

Attack: Intelligence + Level vs. PD

Hit: 7d8 lightning damage.

Miss: Half damage.

> 5th level spell: 10d10 damage.
>
> 7th level spell: 2d8 x 10 damage.
>
> 9th level spell: 3d8 x 10 damage.

Champion Feat
A natural even hit also deals 10 ongoing lightning damage.

Epic Feat

A natural even hit now deals 20 ongoing lightning damage (hard save ends, 16+).

Rebuke
Ranged spell

Cyclic (once per battle OR at-will when the escalation die is even)

Target: One nearby enemy with 100 hp or fewer

Attack: Intelligence + Level vs. MD

Hit: The target is hampered (only makes basic attacks) until the end of your next turn.

> 5th level spell: Target with 160 hp or fewer.
>
> 7th level spell: Target with 266 hp or fewer.
>
> 9th level spell: Target with 400 hp or fewer.

Adventurer Feat

When you roll a natural even hit with the spell, you also deal psychic damage equal to double your level to the target.

Champion Feat

When you hit the target with the spell, you also daze it until the end of your next turn.

Epic Feat

When you roll a natural even miss against the target, you daze it until the end of your next turn.

Sleep
Ranged spell

Daily

Target: Before making the attack, roll 3d20 + 45 to determine the maximum number of hit points of enemies you can target with the spell. The spell can affect multiple enemies. You must target nearby enemies with the current lowest hit points first, and you don't get to choose the exact targets (except in the case of ties). If adding a creature would exceed the spell's hit point maximum, that enemy can't be a target.

Attack: Intelligence + Level vs. MD

Hit: The target falls unconscious (hard save ends, 16+; it also ends if the target takes 10+ damage).

Miss: The target is dazed until the end of your next turn.

> 5th level spell: Targets 5d20 +50 max hp.
>
> 7th level spell: Targets 7d20 + 100 max hp.
>
> 9th level spell: Targets 9d20 + 200 max hp.

Teleport Shield
Close-quarters spell

Daily

Always: For the rest of the battle, once per round when an enemy moves to engage you, you can make the following attack against it as a free action before it has the chance to attack in melee.

Attack: Intelligence + Level vs. PD

Hit: Teleport the enemy somewhere nearby you can see. You can place them in combat with one of your allies, but you can't place them in a dangerous location. (It's a defensive tool).

> 5th level spell: The teleported enemy also takes 4d10 damage.

> 7th level spell: 6d10 damage.

> 9th level spell: 10d10 damage.

Champion Feat
When your *teleport shield* attack misses, the spell's attack is not expended that round.

Epic Feat
You can now teleport the enemy somewhere far away that you can see; other restrictions still apply.

5th Level Spells

Denial
Ranged spell

Daily

Target: 1d4 nearby enemies in a group

Attack: Intelligence + Level vs. MD

Hit: 9d10 psychic damage, and the target is hampered until the end of your next turn.

Miss: Half damage.

> 7th level spell: 3d4 x 10 damage.

> 9th level spell: 3d6 x 10 damage.

Champion Feat
When you roll a natural even miss with the spell, the target is also hampered until the end of your next turn.

Epic Feat
Increase the number of targets to 1d4 + 1.

Dimension Door
Close-quarters spell

Move action to cast

Daily

Target: You

Effect: You teleport somewhere nearby that you can see.

> 7th level spell: Your destination can now be far away, but not so far that it is out of range of enemy attacks that can hit far away targets.

> 9th level spell: You can take one ally who is next to you along with you as you teleport.

Fireball
Ranged spell

Daily

Special: When you cast this spell, you can choose to cast it recklessly.

Target: 1d3 nearby enemies in a group. If you cast recklessly, you can target 1d3 additional enemies, but then your allies engaged with the target may also take damage (see below).

Attack: Intelligence + Level vs. PD

Hit: 10d10 fire damage.

Miss: Half damage.

Reckless miss: Your allies engaged with the target take one-fourth damage.

7th level spell 12d10 damage.

9th level spell 20d10 damage.

Champion Feat
Casting the spell recklessly increases the number of additional targets to 1d4 instead of 1d3.

Epic Feat
Increase the number of targets to 1d3 + 1 instead of 1d3.

Invisibility
Ranged spell

Daily

Target: You or one nearby ally

Effect: Until the end of the battle (or for five minutes out of combat), the target becomes invisible until it attacks or uses some ridiculously flashy action.

High Arcana: The duration out of combat is 1 hour instead.

> 7th level spell: You can now target 1d3 nearby allies (including you) with the spell.

> 9th level spell: Creatures made invisible by the spell have a 25% chance of remaining invisible the first time (and first time only) they attack or get flashy.

7th Level Spells

Blink
Close-quarters spell

Daily

Target: You or one nearby ally

Effect: For the rest of the battle (or for five minutes), the target gains resist damage 16+. Enemies who can see invisible creatures ignore this resistance.

Whenever the target uses a move action, there is a 50% chance that it can teleport somewhere nearby instead of physically moving.

      9th level spell: 75% chance.

Flight
Ranged spell

Daily

Target: You or one nearby ally

Effect: The target can fly until the end of the battle (or for five minutes). Your speed doesn't increase appreciably but you can move in three-dimensions.

9th level spell: When you cast the spell, you can choose one: the effect lasts for an hour OR you can target 1d4 + 1 creatures for the normal duration.

Haste
Ranged spell

Daily

Target: You or one nearby ally

Effect: On the target's next turn (not this one, if you cast it on yourself), the target gains an additional standard action.

In addition, at the start of each of the target's turns this battle, if the escalation die is even, roll a d20 and add the escalation die; on a 16+, the target gains an additional standard action that turn.

      9th level spell: The roll for additional standard actions is now 11+ instead of 16+.

Invisibility Purge
Ranged spell

Daily

Targets: Any nearby enemies who are invisible, whether you know they are there or not

Attack: Intelligence + Level vs. MD, rolled by GM

Hit: The target turns visible and cannot become invisible again this battle.

Miss: If there are one or more invisible creatures nearby, you become aware of their presence. Not where they are, or who they are, but that there are invisible creatures present.

> 9th level spell: The spell also affects far away targets that you could normally see.

Overcome Resistance
Ranged spell

Recharge 16+ after battle

Target: 1d3 nearby allies (including yourself, if you wish)

Effect: Until the end of the battle, the target ignores the resistance power of any creature it targets with an attack.

> 9th level spell: You can now target 1d4 nearby allies with the spell.

Transfer Enchantment
Ranged spell

Daily

Special: You or an ally you are next to must be suffering from a condition caused by an enemy for you to cast this spell.

Target: One nearby enemy

Attack: Intelligence + Level vs. MD

Hit: 2d6 x 10 psychic damage, and you can transfer one condition caused by your enemies from you or the ally you are next to over to the target. If timing is required, interpret the transferred condition as if you had caused it with this spell.

Miss: Half damage.

> 9th level spell: 2d10 x 10 damage; if the spell misses, you regain it during your next quick rest.

9th Level Spells
Disintegrate
Ranged spell

Daily

Target: One nearby enemy

Attack: Intelligence + Level vs. PD

Hit: 4d8 x 10 damage, and the target is vulnerable (hard save ends, 16+).

In addition, if the target drops to 0 hp from this attack, or drops to 0 hp before it saves against the vulnerable effect of this attack, it is gone, dusted, nothing remaining.

Miss: Half damage.

You can now target a far away creature with the spell.

Meteor Swarm
Ranged spell

Daily

Special: You summon a meteor swarm. If you're underground, you get the ur-dark stalactite equivalent! Nothing more happens this round, but roll 1d3 + 1 to determine how many meteors you have summoned.

At the start of your next turn, even if you are unconscious or dead or have left the area, the meteors arrive one per turn at the start of each of your turns and slam into the combat area.

Target: You can make an attack with each meteor against 1d4 enemies in a group. Alternatively, use the spell to level an area with high impact property damage.

Attack: Intelligence + Level vs. PD

Hit: 4d4 x 10 damage of the energy type of your choice (cold, fire, lightning).

Any allies engaged with the enemies you are targeting take one-fourth damage from each meteor that impacts the area.

Miss: Half damage.

Epic Feat
Each meteor now deals 5d4 x 10 damage.

Teleport
Ranged spell

Daily

Effect: You and up to 4 allies next to you can teleport to any location in the world, underworld, or overworld that you have previously visited.

When you teleport, roll a d20. If you roll a 1, you miss your desired location and arrive somewhere else altogether. Otherwise, you and your allies arrive at the desired location at the start of your next turn.

Any effects of spells or items cast before teleporting are dispelled and no longer function on arrival.

Epic Feat
Your allies don't need to be next to you before you cast the spell, just nearby. Alternately, if they are all next to you when you cast the spell, you can teleport to a location known to one of your allies.